The Art of Murderous Pursuits

An Exclusive Look Below Deck

“LET THE HUNT BEGIN!”

- Mr. X - 1887

The Journey Continues…

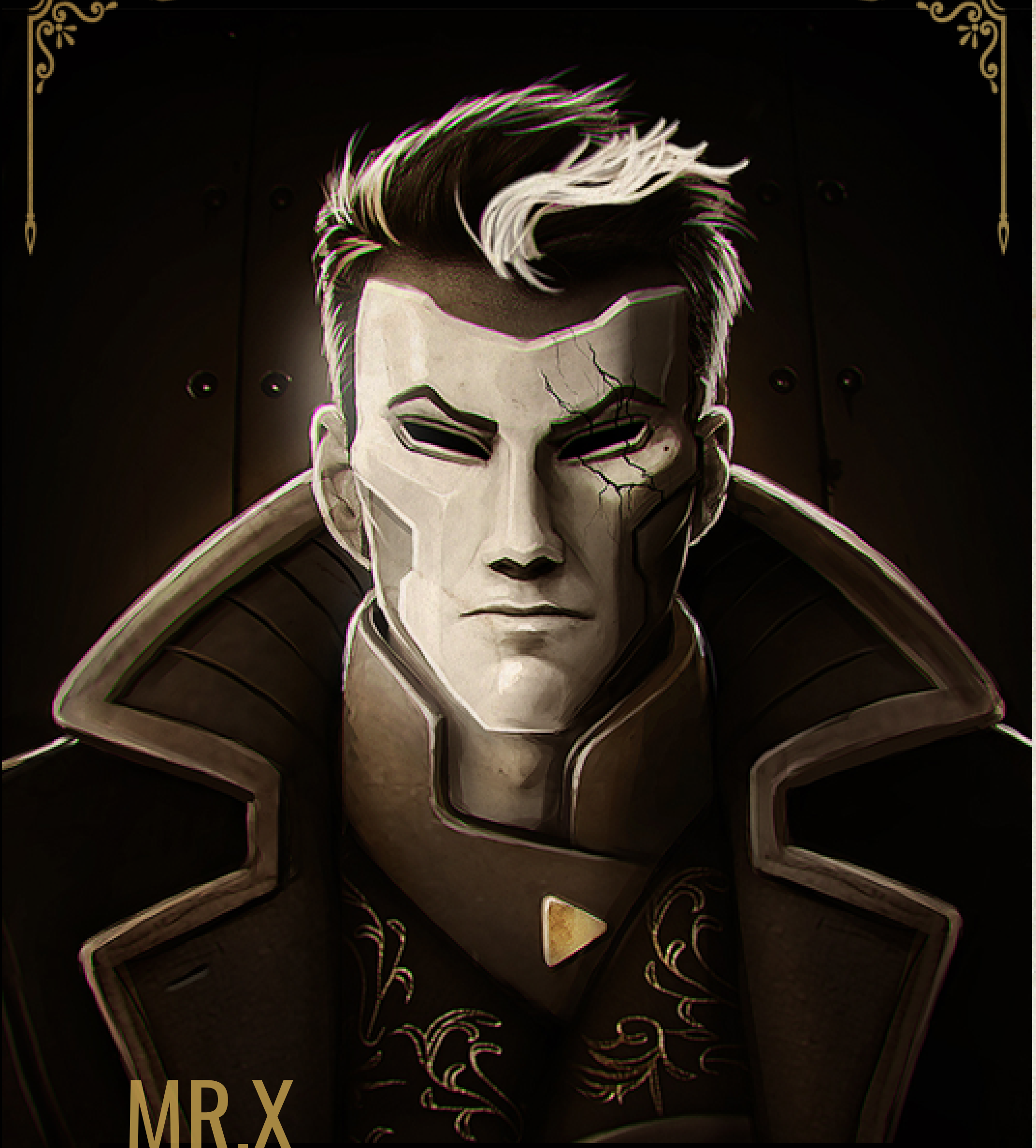
Blazing Griffin began its journey with The Ship in 2011, when we purchased the original IP from Outerlight. Over time, we rejuvenated the title on Steam, and legions of both old and new fans came to enjoy what we already knew was an excellent game.

We'd wanted to expand the franchise since day one, and were lucky enough to be joined by some of the original Ship team, so brought the game up to date in 2016 with The Ship: Remasted. Now we have finally created our very own take on it – the spiritual successor that is Murderous Pursuits.

We hope that you enjoy it as much as we do!

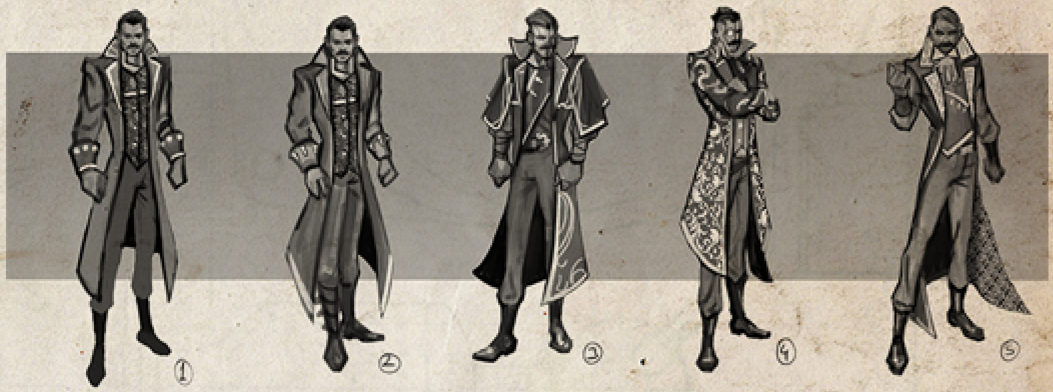
"I've been with The Ship since it was just a Half Life mod. I've seen it through Bloody Good Time and The Ship: Remasted, and now we're on to the grandchild of the franchise with Murderous Pursuits. It's a labour of love for the whole team, especially those of us who have been working on The Ship since the beginning. This game is our homage to everything we loved about the original game, but with our own fun, stealthy twist on it. We're all really proud of what we've created."

– Jason Kocemba, Technical Director,
Grandad of the Franchise

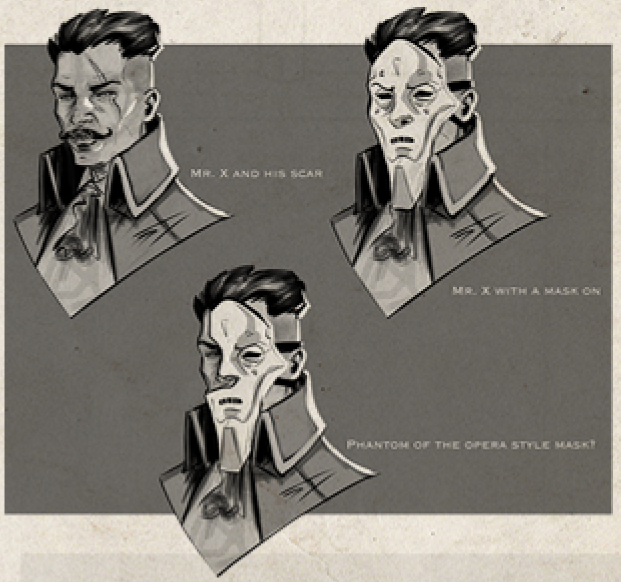


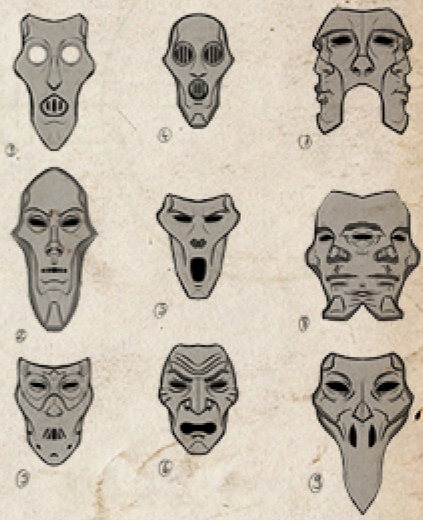
MR.X

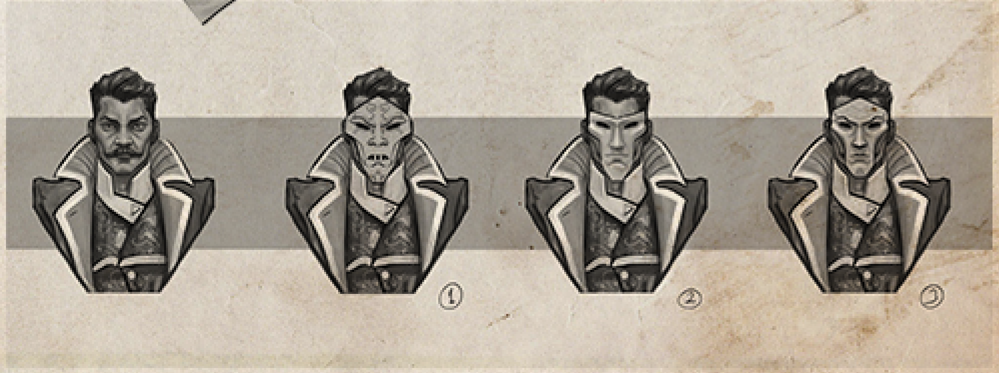
How do you update an icon? We went through a great many iterations before settling on this new incarnation of Mr. X. He's more subtly evil; more rugged and handsome; more of your 'every guy', 'next door' sort of psychopath you'd be happy to borrow some blood-stained garden shears from. How did he get younger, you ask? There's something about time travel that moisturises as it cleanses...



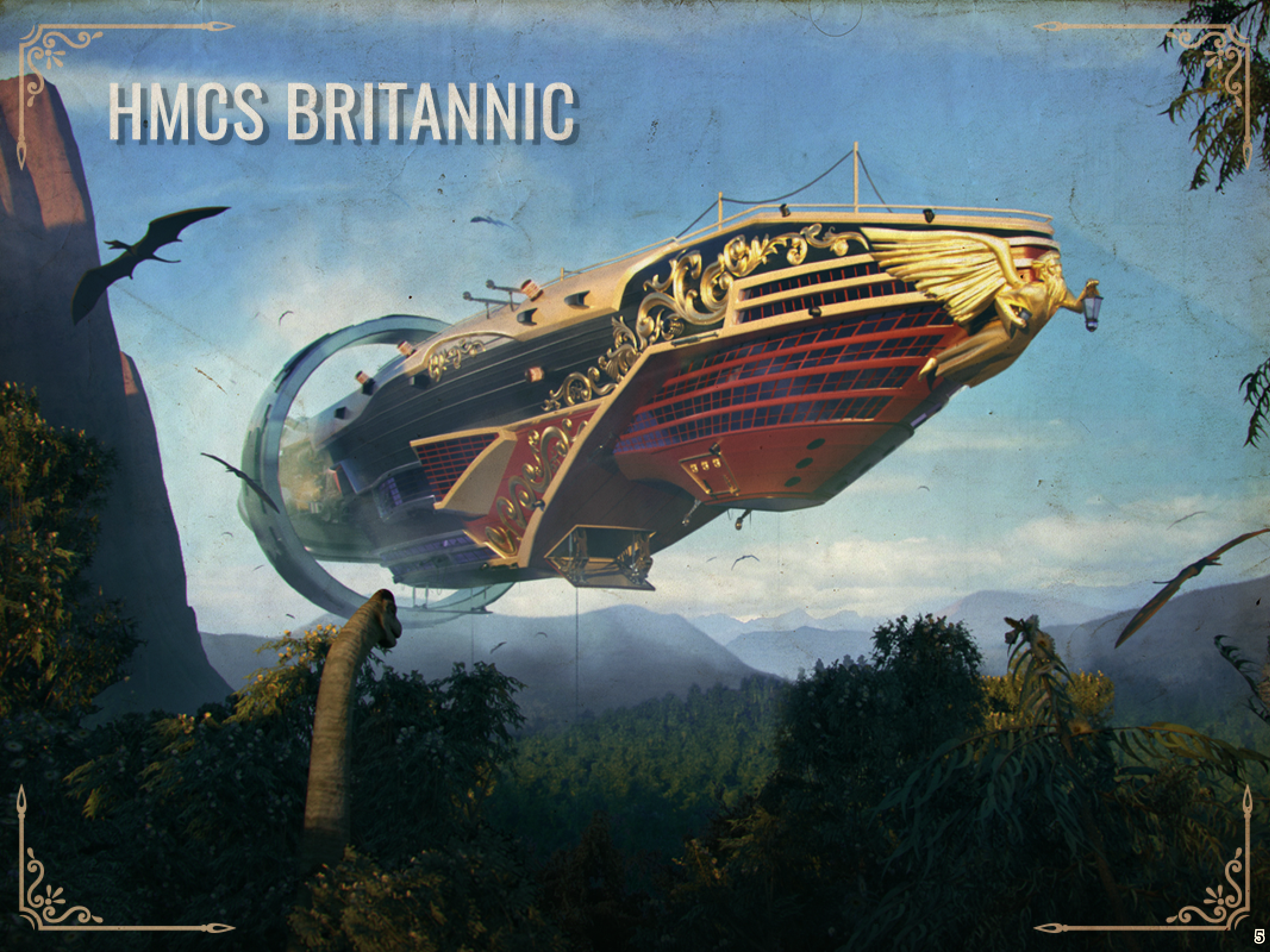
Mr. X Concept sketches

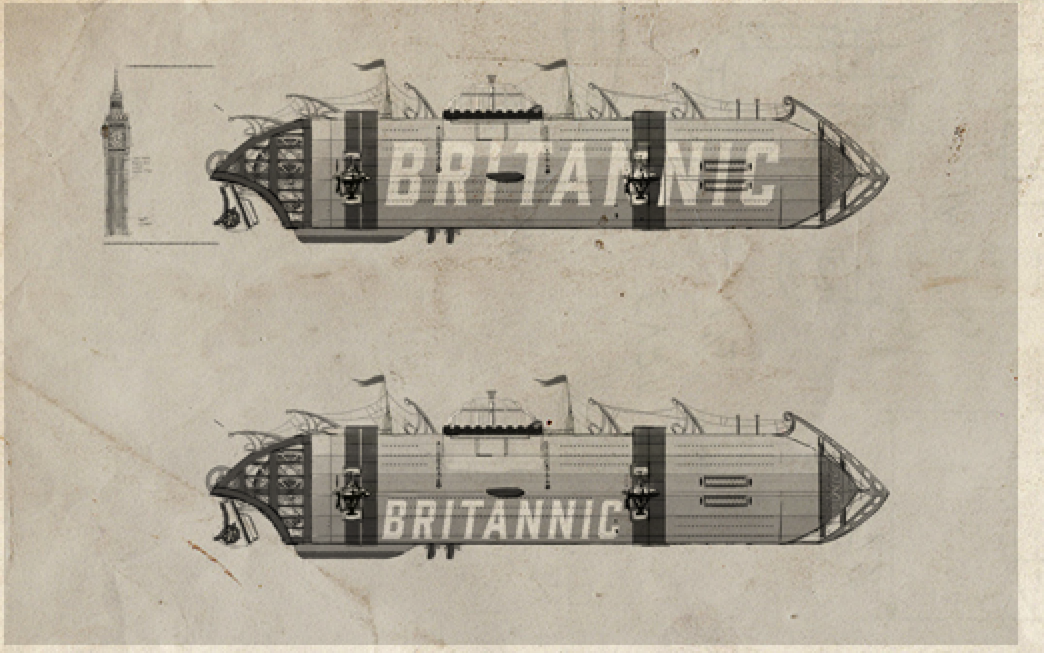

Mr. X and his scar
Mr. X with a mask on
Phantom of the opera style mask?

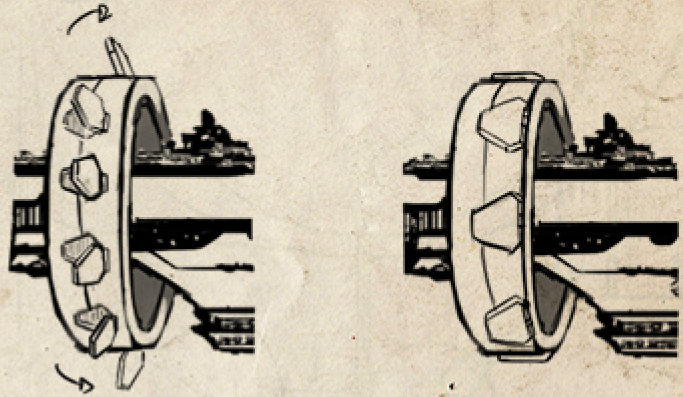




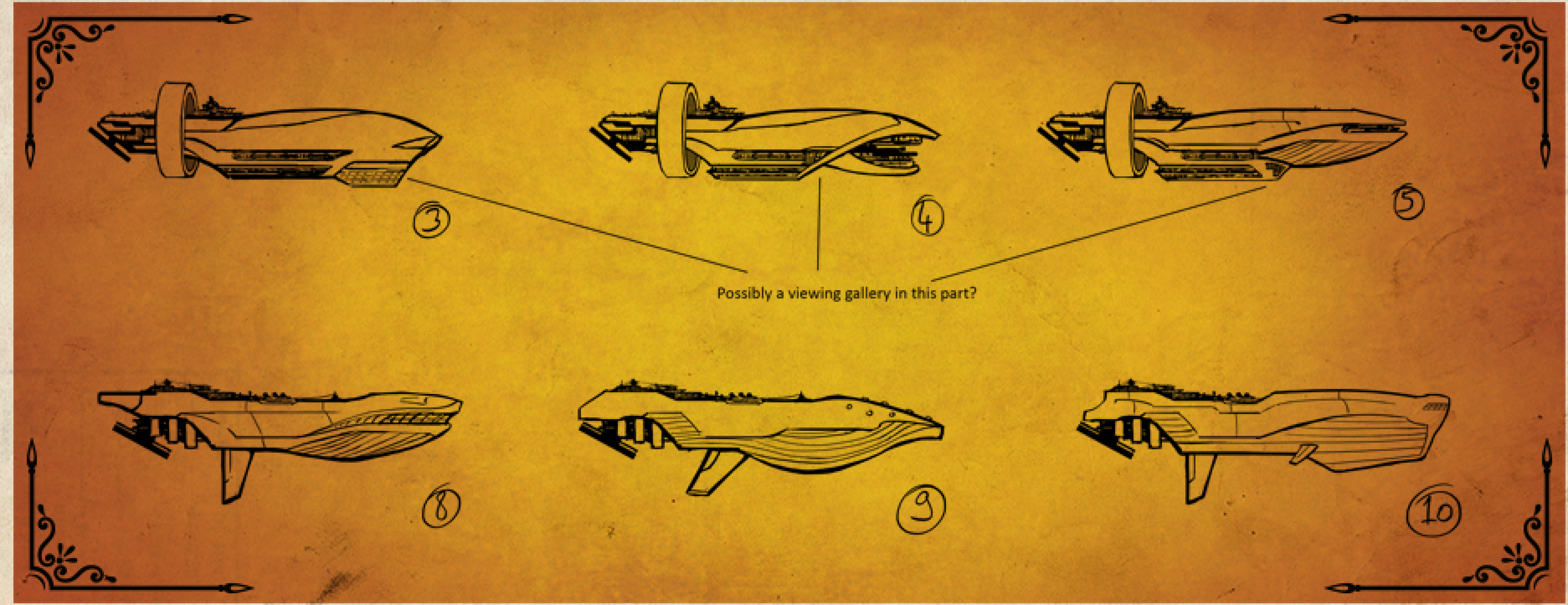
HMCS BRITANNIC



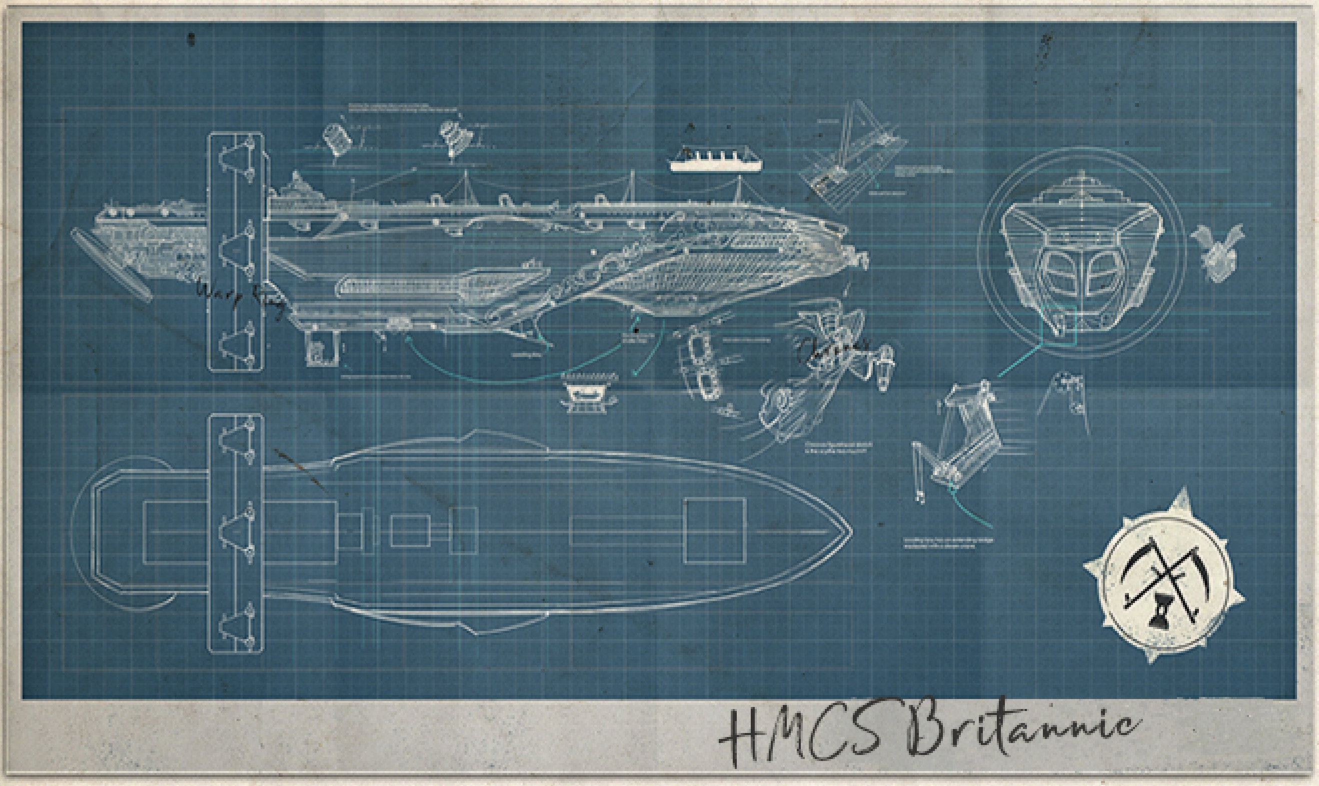

BRITANNIC
BRITANNIC

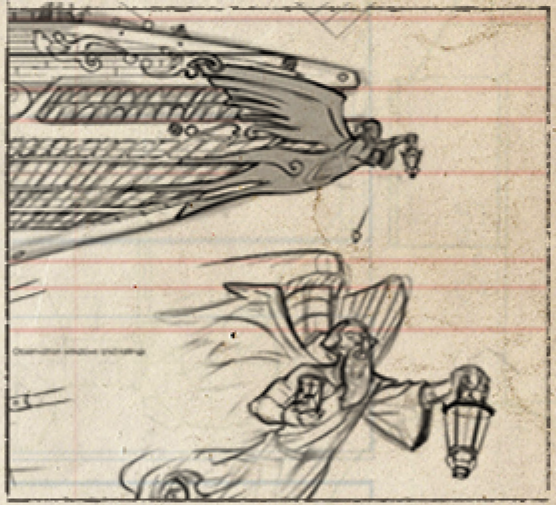


Several styles of ship exterior were tried, including everything from airships to animal-based forms. It didn't come together until this mysterious ring was added - and with that, dearly beloved, we were wed to our final concept.



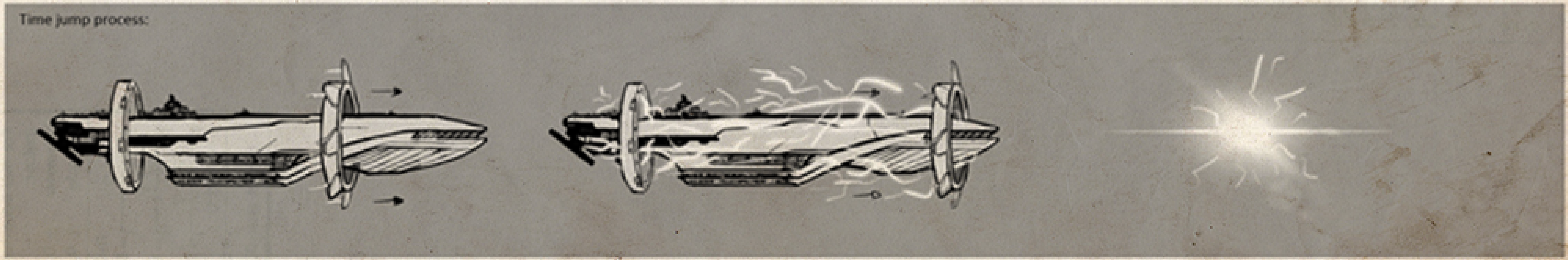
Possibly a viewing gallery in this part?

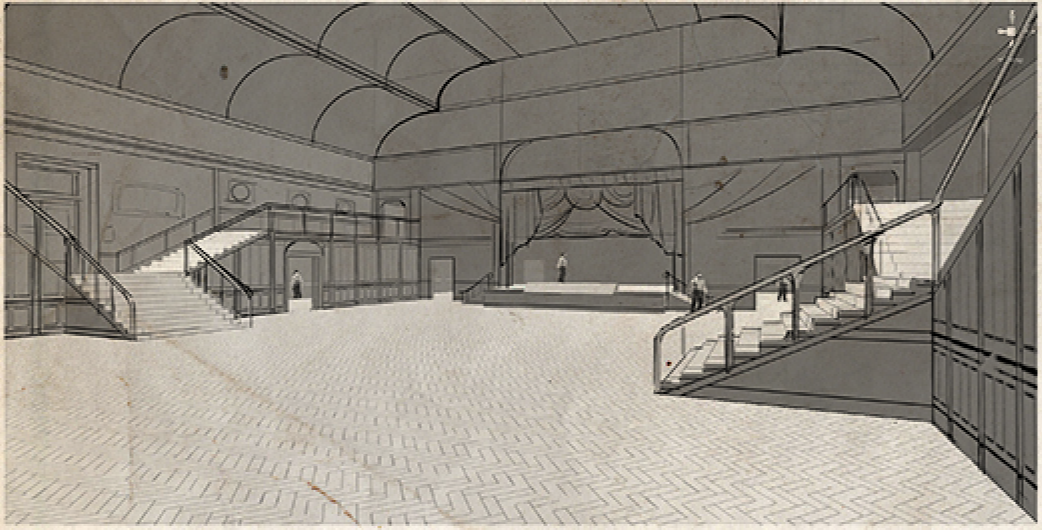


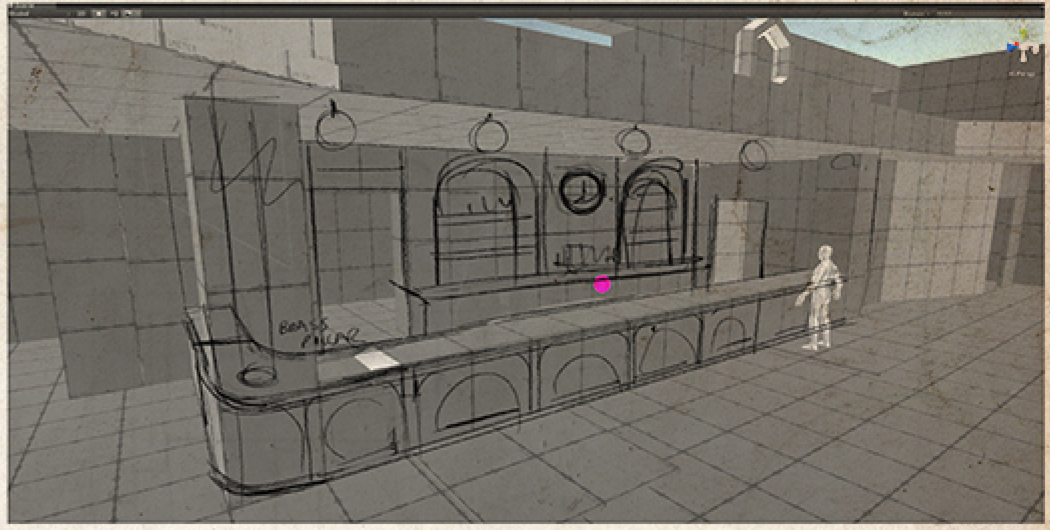


“Concepting a ‘time-travelling flying ship’ proved to be a tricky task. Her Majesty’s Chronological Ship Britannic had to feel functional and titanic (pun intended), but elegant and expensive. We wanted to keep to the general shape language of an ocean-going liner - bearing Victorian ship-building techniques in mind - while also creating something we could imagine in flight.

- Stephen “Kitkat” Hewitt, Creative Director







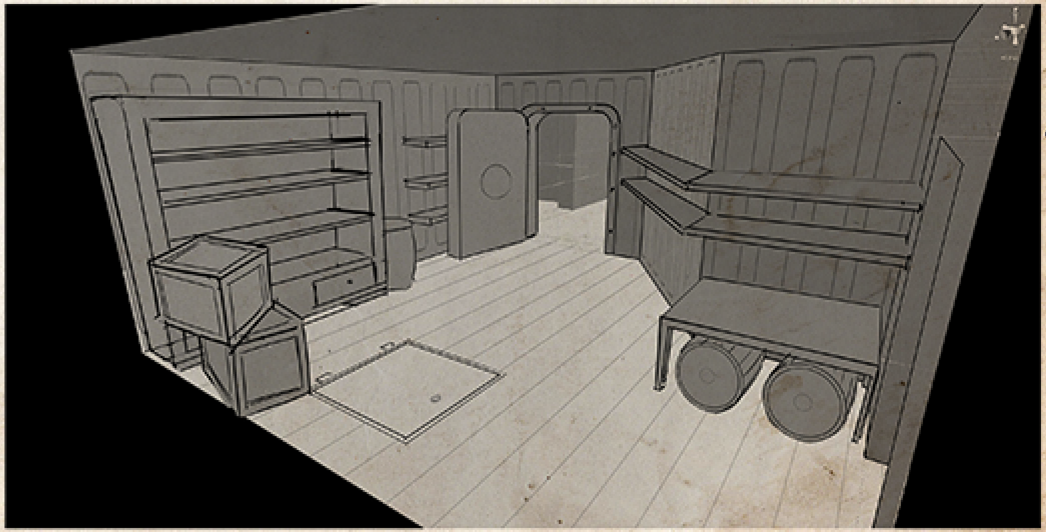
EARLY ENVIRONMENT SKETCHES

Each game level represents a different working area of the ship - whether its onboard theatrical entertainment, its engine rooms, or its upper-class laboratories- and has its own distinct feel.

The levels started out quite big, but got smaller as we refined the game's mechanics and found it was more fun to stab each other at close-quarters. Who knew?

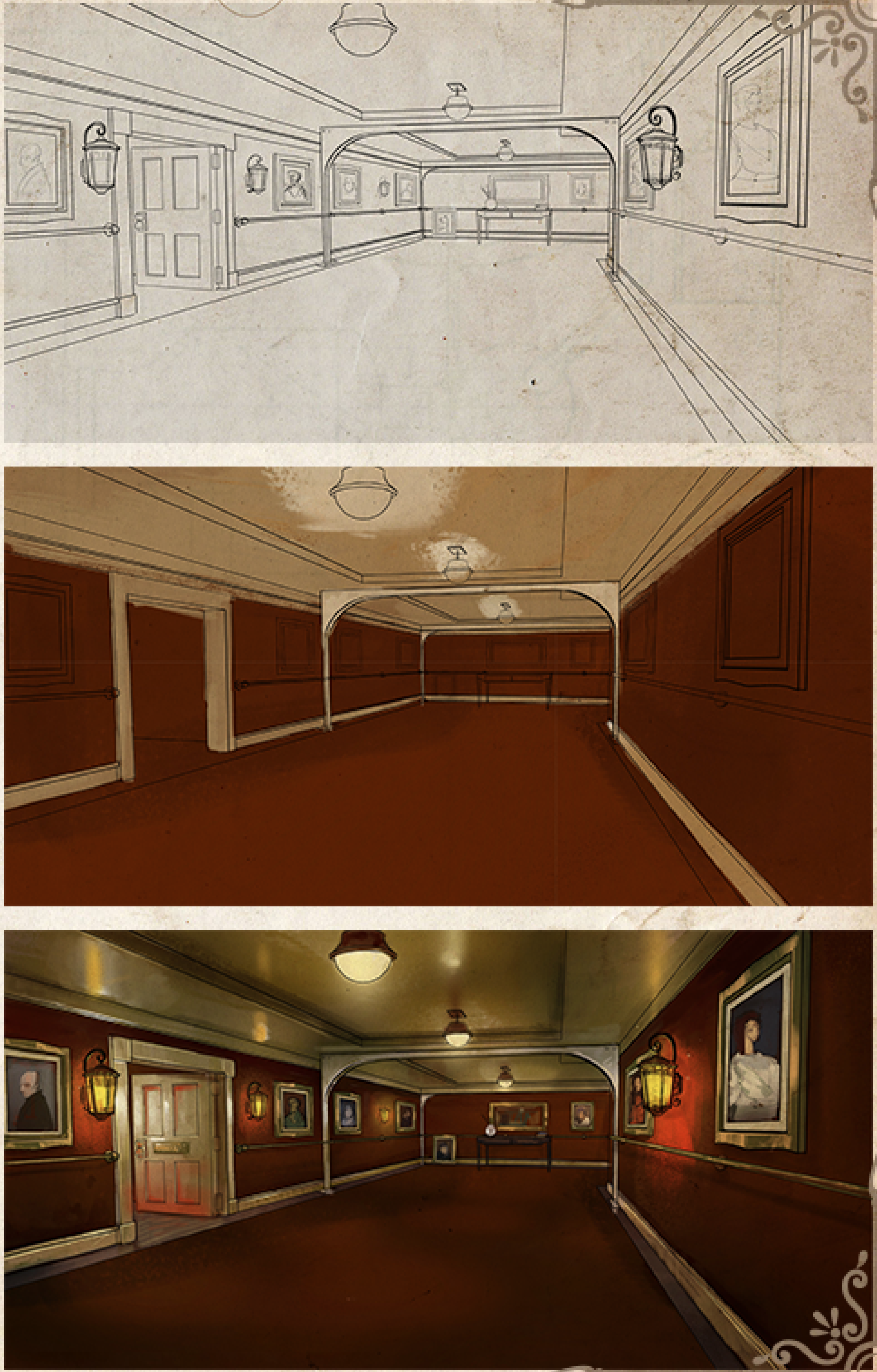
In order for players to express their murderous desires to the full in our custom built 'murdatoria', we level designed our layouts, gathered photographic references and created concepts in SketchUp and Photoshop to get a feel for each space.

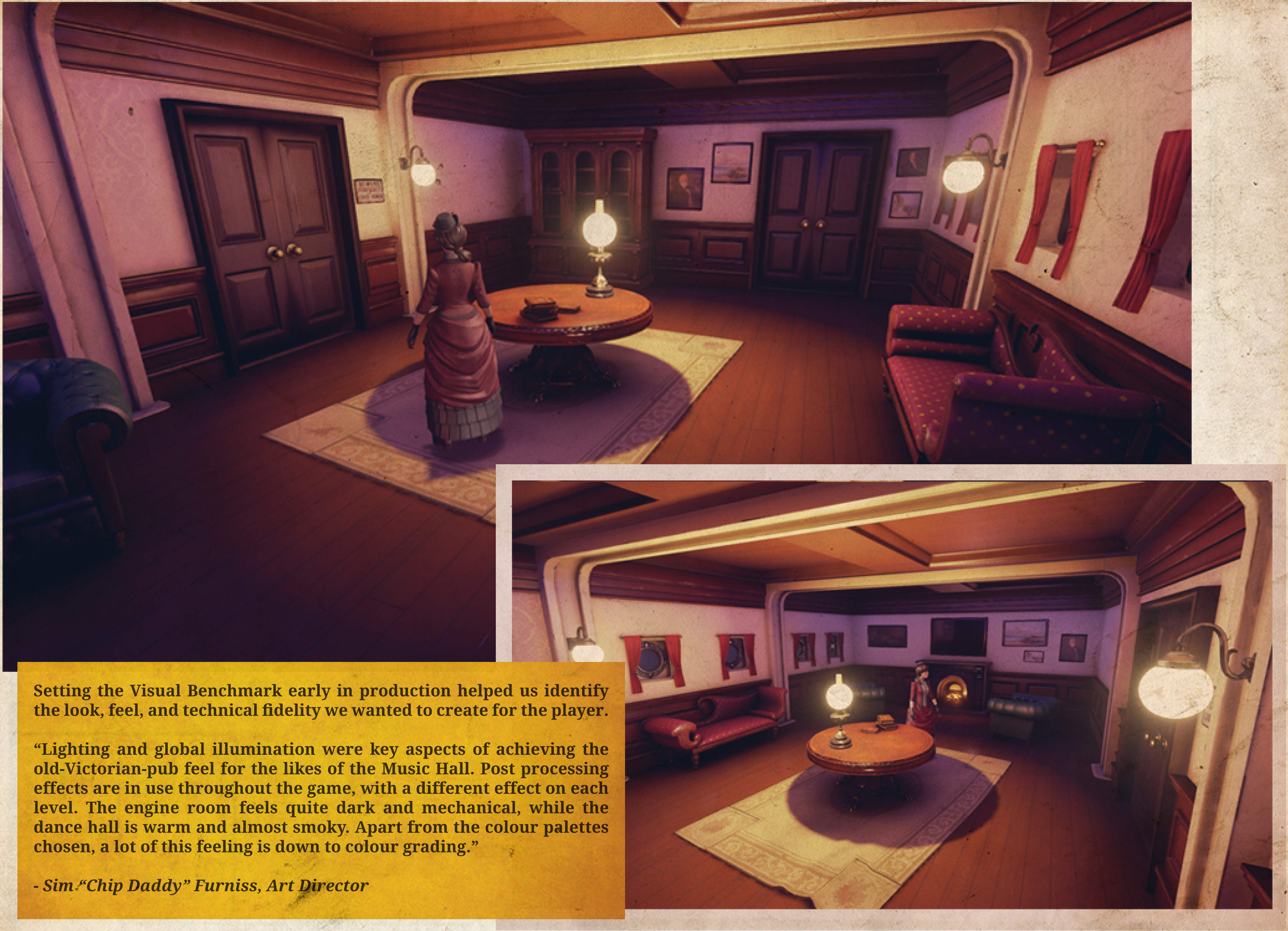
Eventually, the levels and gameplay were grey-boxed in Unity and iteratively playtested in-engine, before creating final geometry and props.



Queen Victoria contemplating the evisceration of yet another admirer of her personal bust...

"One is not amused."
- Vic

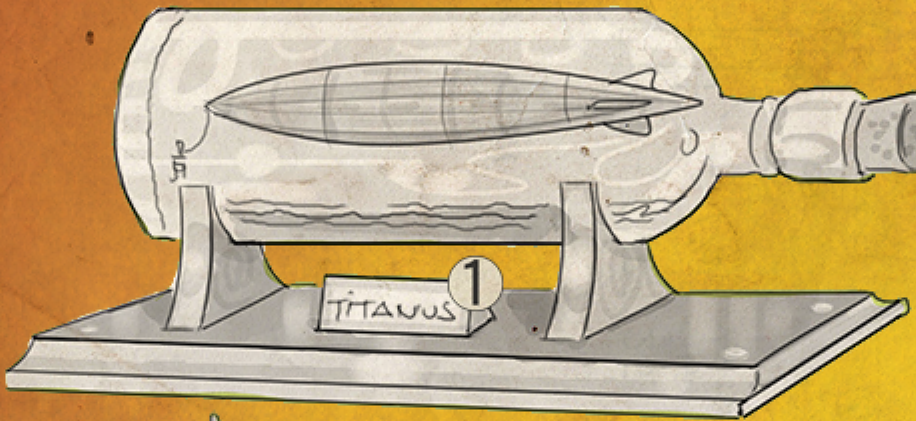


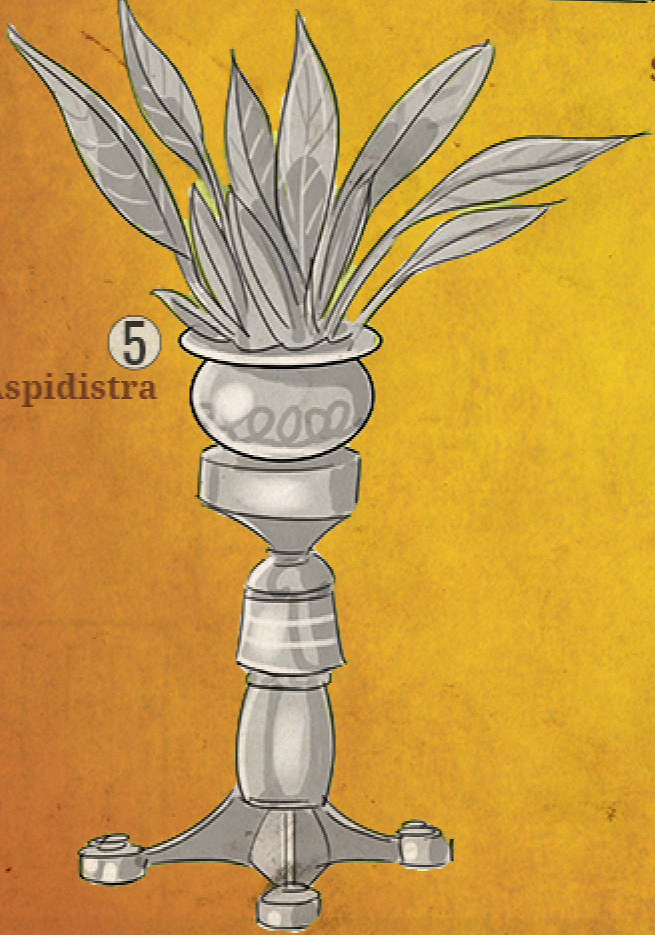


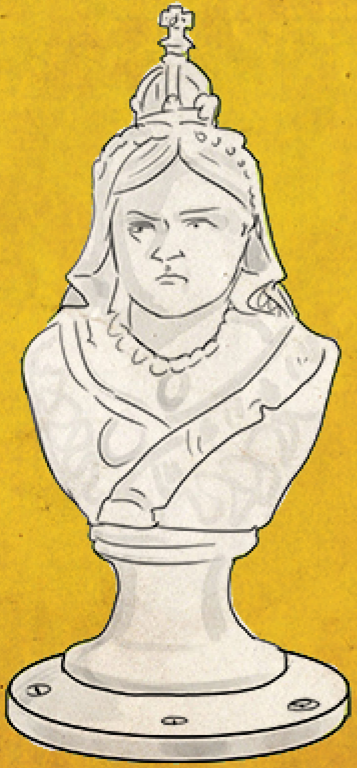
Setting the Visual Benchmark early in production helped us identify the look, feel, and technical fidelity we wanted to create for the player.

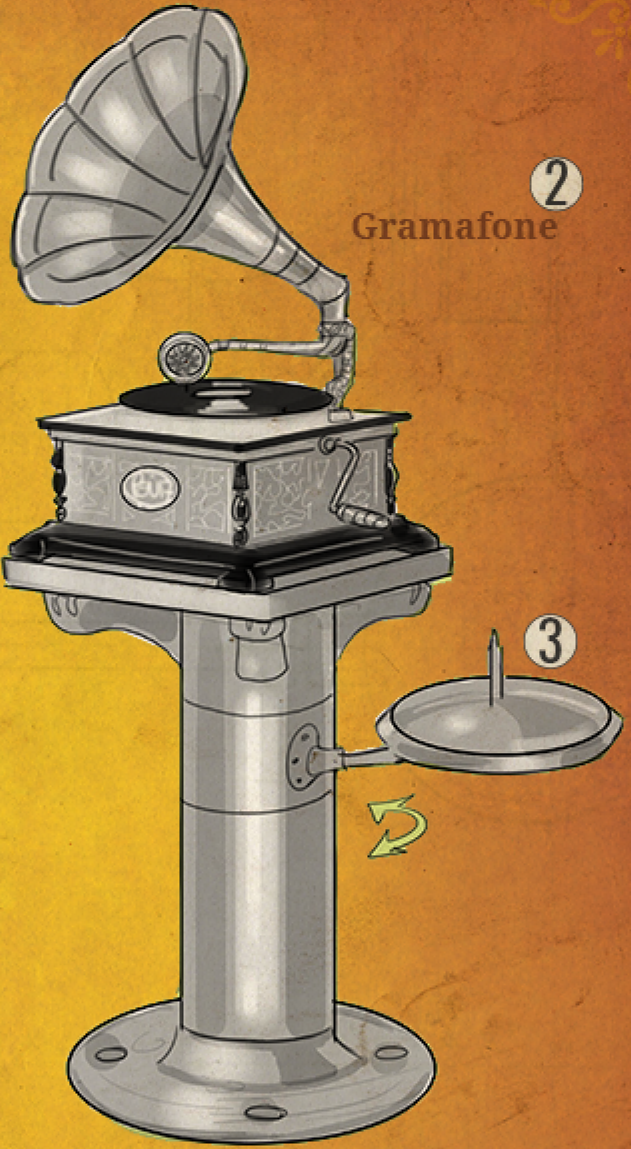
“Lighting and global illumination were key aspects of achieving the old-Victorian-pub feel for the likes of the Music Hall. Post processing effects are in use throughout the game, with a different effect on each level. The engine room feels quite dark and mechanical, while the dance hall is warm and almost smoky. Apart from the colour palettes chosen, a lot of this feeling is down to colour grading.”

- Sim “Chip Daddy” Furniss, Art Director


Ship in a Bottle
TITANUS
1


5
Aspidistra


4
Screw Down Victoria Bust


2
Gramafone
3

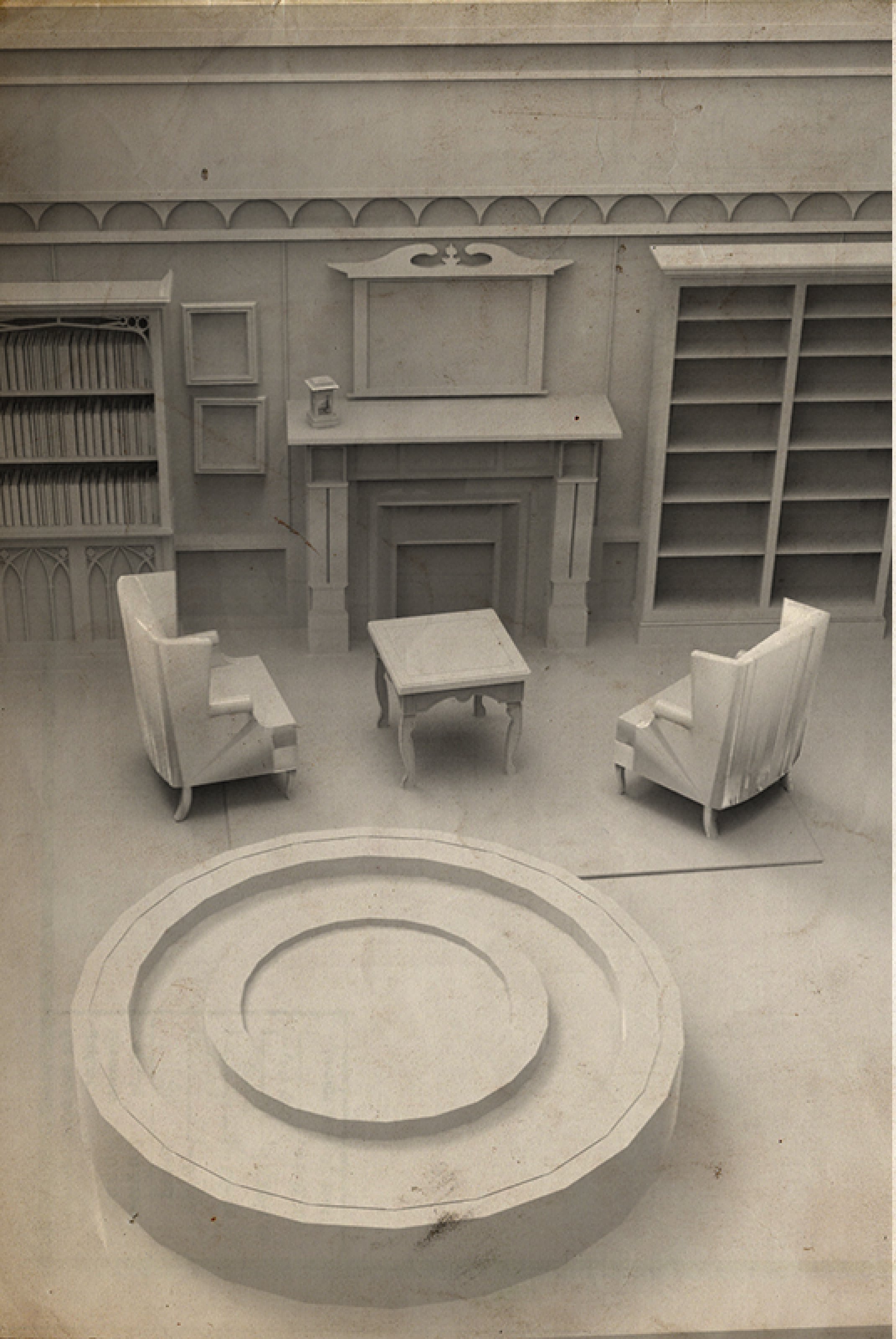
1. Early name for the Britannic abandoned due to the unfortunate (and innocent) concatenation of two rather dubious words

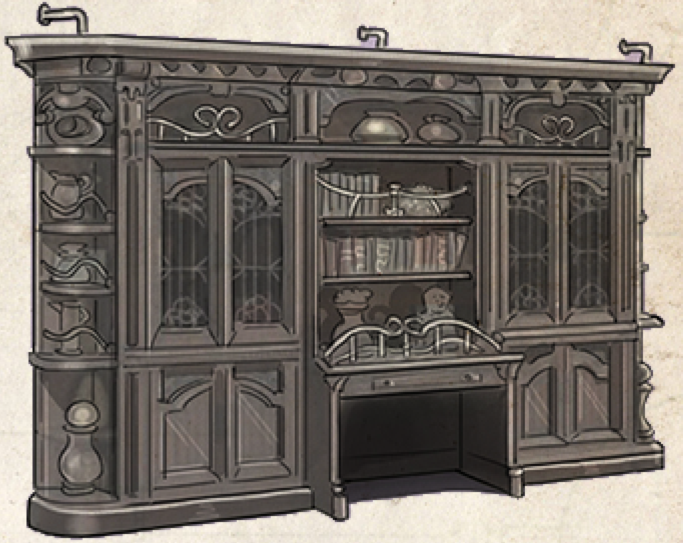
2. An earlier and more compact way of spelling 'gramophone' coined by Concepticus Brown, 1853

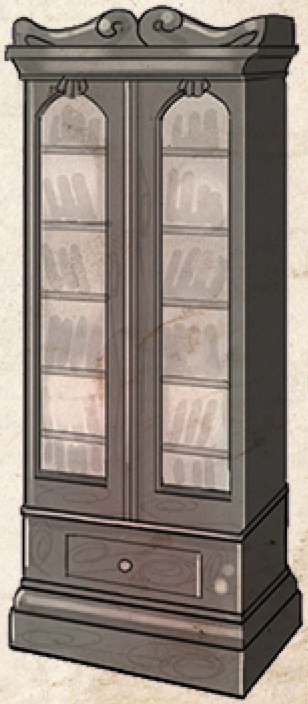
3. Integrated listening stool and enema applicator

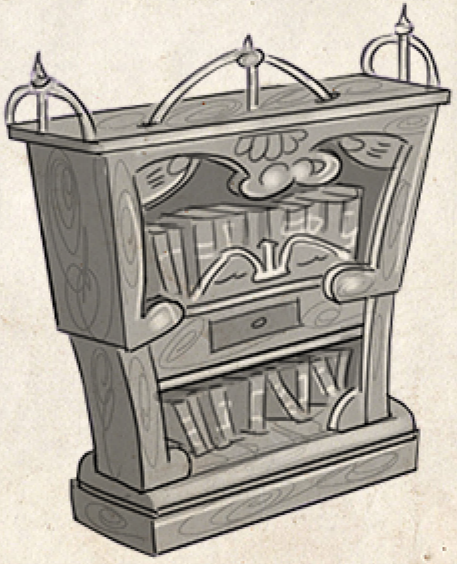
4. A figurine that can avoid turbulence, or a treasonous crime punishable by hanging should one try it?

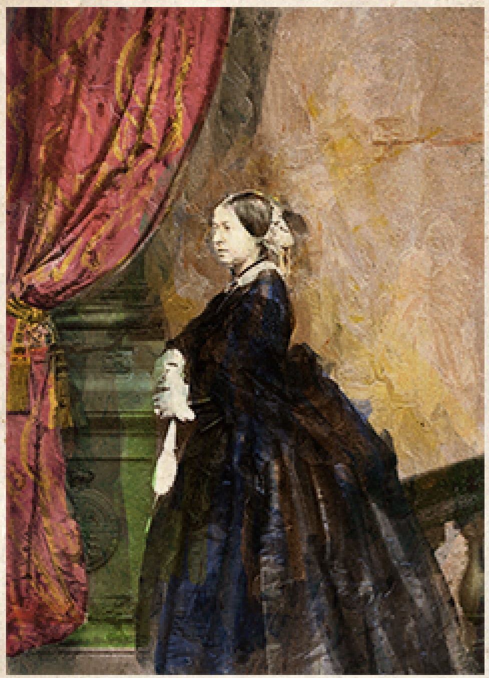
5. A genus of flowering plants in the family Asparagaceae

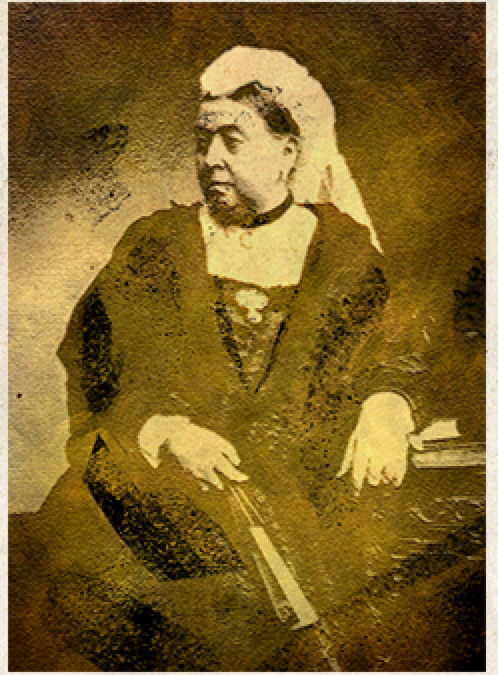










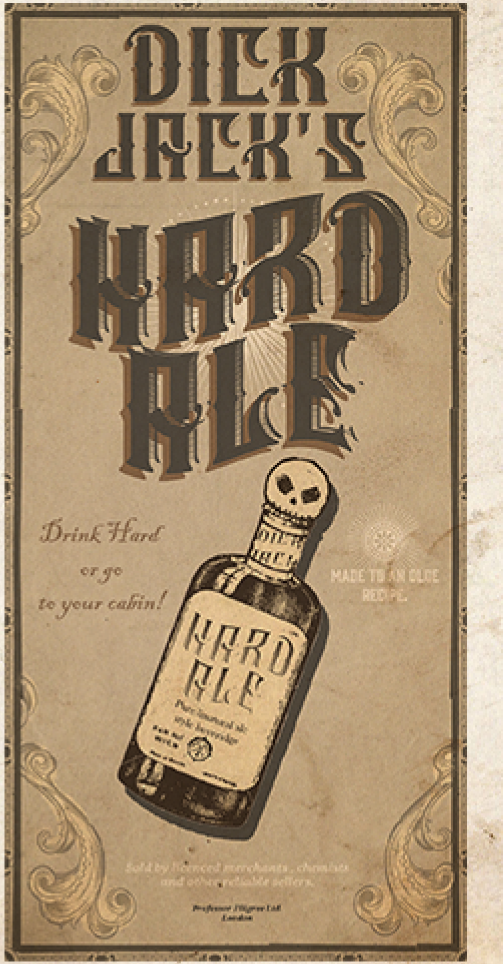


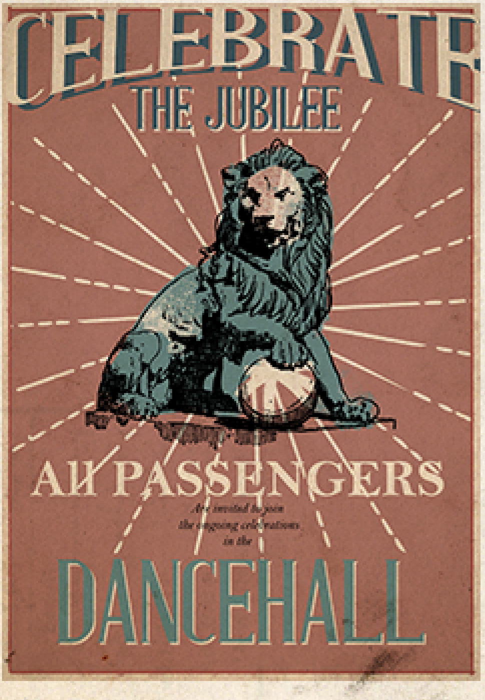
These Victorian-esque posters and paintings are lovingly dotted round the ship and were created using traditional digital craftsmanship first pioneered in the early 1800's.

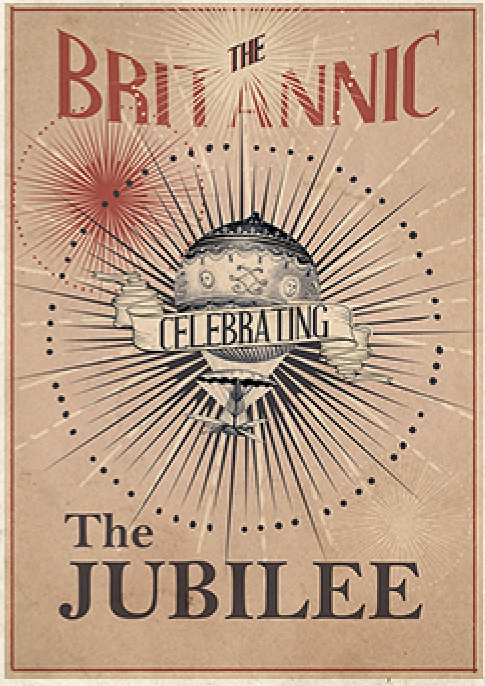
Many of the posters include Griffin names[1], and there are paintings of lots of us done in the style of John Singer Sargent. See if you can spot them all in the game![2]

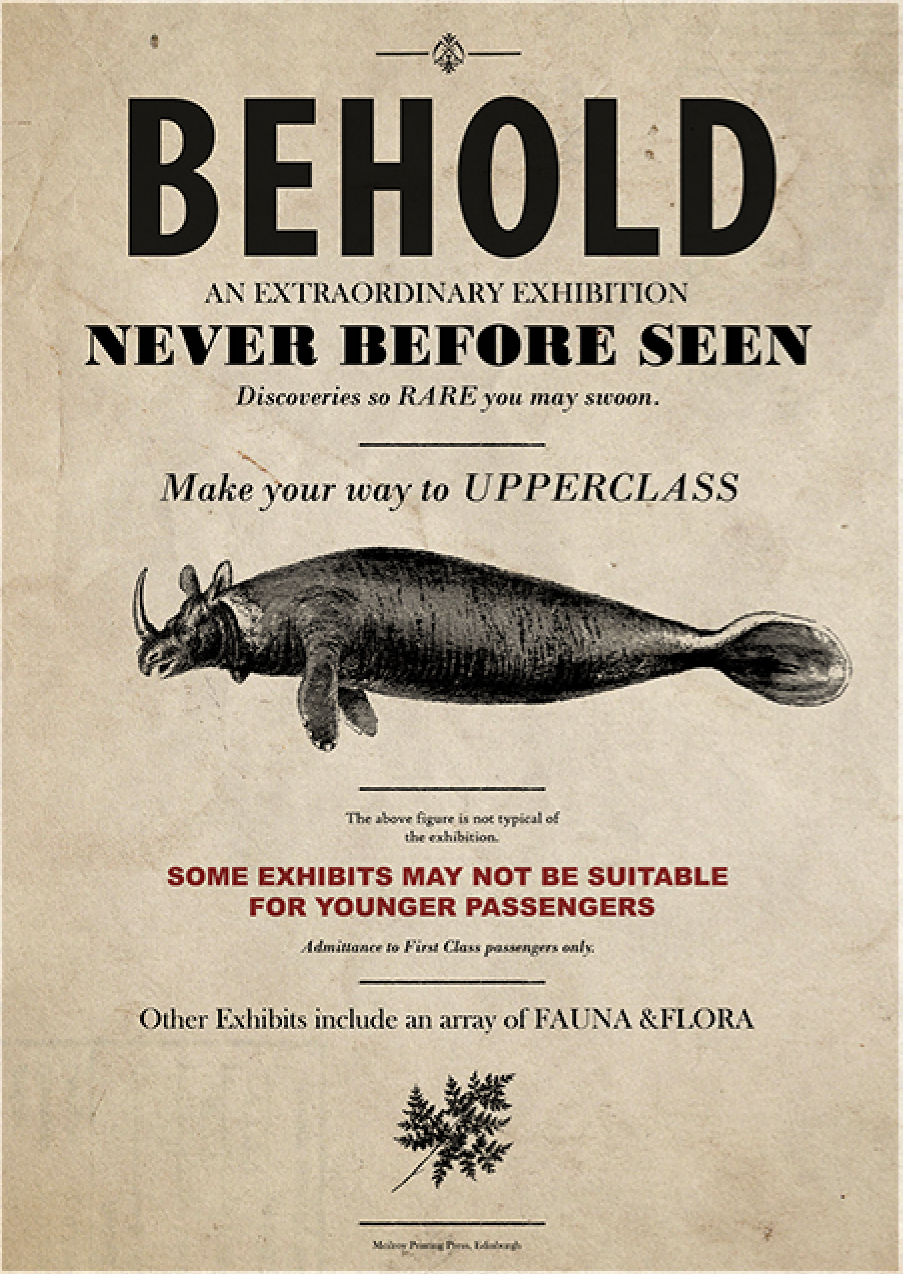
[1] That's staff names, like 'Dick Jack' - not *real* griffin names like 'Buckbeak'. Except there is no 'Dick Jack' working for us, because that's a play on middle names and how would you know that? Ach, it's complicated.

[2] No, really. Our artists sweated blood, tears, and Absinthe on these, because they're not very well, I guess, and they'll go into an instant narcoleptic episode if you don't appreciate every darned pixel of their etchings.


DICK JACK'S
HARD ALE
Drink Hard or go to your cabin!
MADE TO AN OLDE RECIPE.
HARD ALE
Sold by licenced merchants, chemists and other reliable sellers.
Professor Filigree Ltd
London


CELEBRATE
THE JUBILEE
All PASSENGERS
Are invited to join the ongoing celebrations in the
DANCEHALL


THE
BRITANNIC
CELEBRATING
The
JUBILEE



BEHOLD

AN EXTRAORDINARY EXHIBITION

NEVER BEFORE SEEN

Discoveries so RARE you may swoon.

Make your way to UPPERCLASS

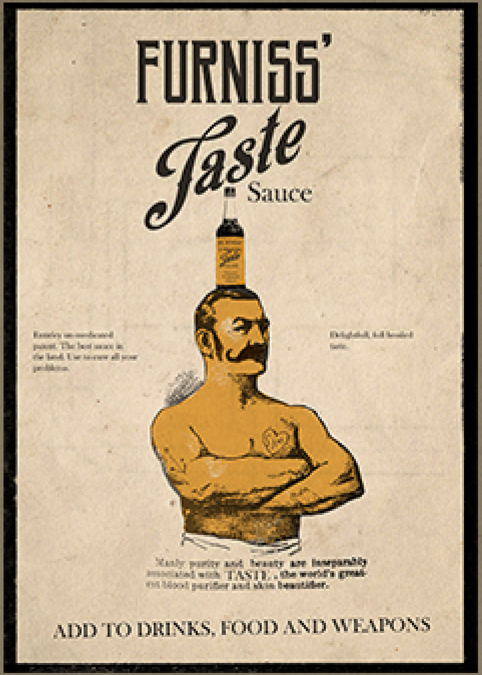
The above figure is not typical of the exhibition.

SOME EXHIBITS MAY NOT BE SUITABLE FOR YOUNGER PASSENGERS

Admittance to First Class passengers only.

Other Exhibits include an array of FAUNA &FLORA

Mcilroy Printing Press, Edinburgh

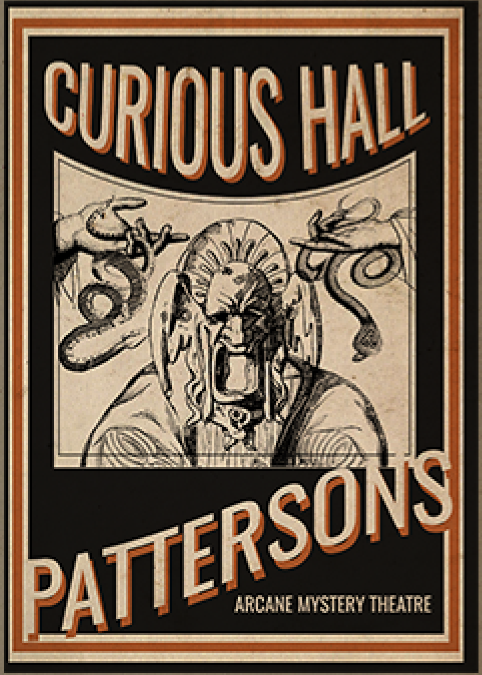


FURNISS' *Taste* Sauce

Delightful, full bodied taste.

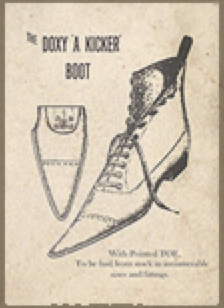
Manly purity and beauty are inseparably associated with TASTE, the world's greatest blood purifier and skin beautifier.

ADD TO DRINKS, FOOD AND WEAPONS



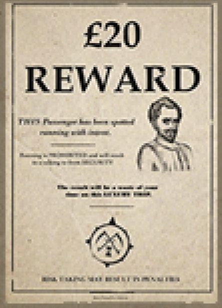
CURIOUS HALL PATTERSONS

ARCANE MYSTERY THEATRE



The DOXY 'A KICKER' BOOT

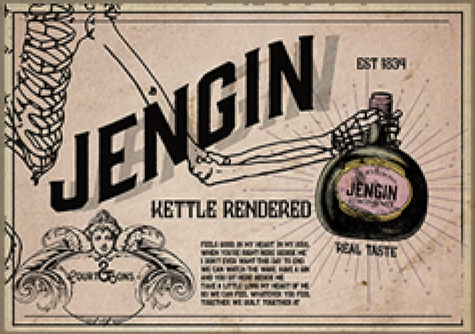
With Pointed TOE.
To be had from stock in innumerable sizes and fittings.



£20 REWARD

THIS Passenger has been spotted running with intent.

RISK TAKING MAY RESULT IN PENALTIES

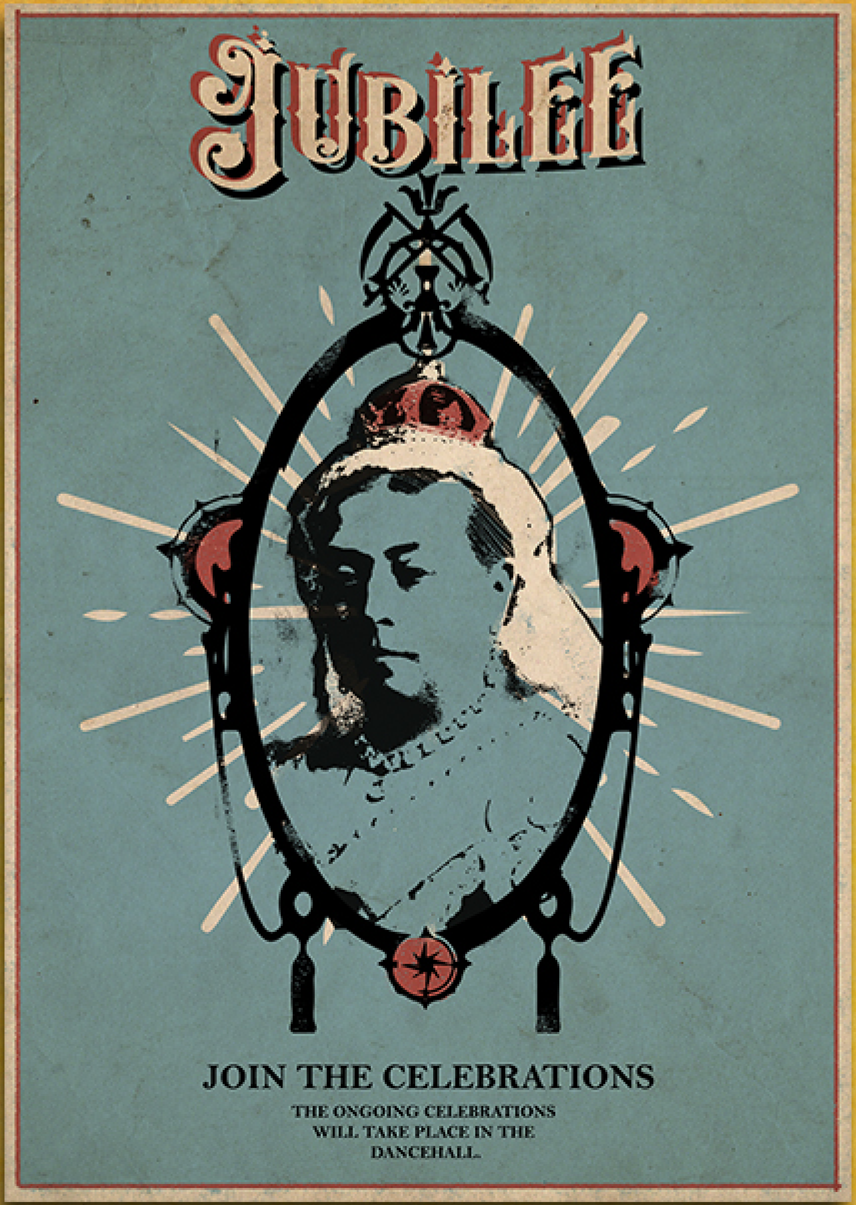


JENGIN

EST 1834

KETTLE RENDERED

REAL TASTE



JUBILEE

JOIN THE CELEBRATIONS

THE ONGOING CELEBRATIONS
WILL TAKE PLACE IN THE
DANCEHALL.

Tickets are still available, please apply at the Blazing Griffin box office![1]

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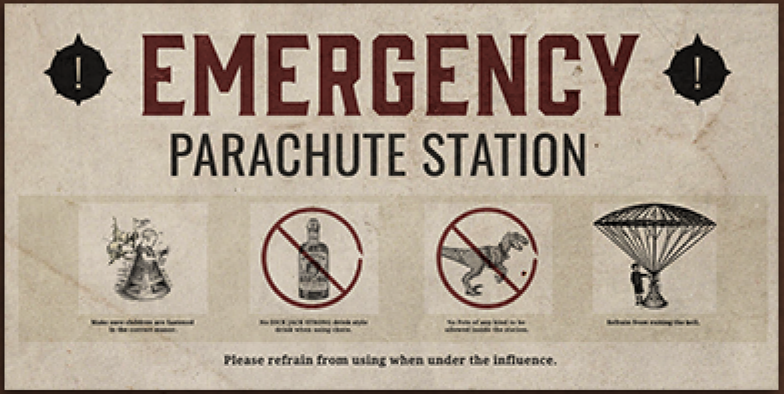
[1] Don't be that guy who calls us for tickets to Queen Victoria's Golden Jubilee, celebrated 20th June, 1887. It's a joke! There are no tickets. You can go back to phoning mobile numbers from movies. As you were.


EMERGENCY
PARACHUTE STATION
Please refrain from using when under the influence.

In between murdering and pursuiting, why not stop to check out some of the fun set-dressing we've placed around, like these droll parachute stations which could probably, definitely work.

These are one of many subtle world-building details throughout the game that are indicative of life onboard a flying Victorian ship. Quirky details like this help create an environmental narrative and add to the game's immersion.

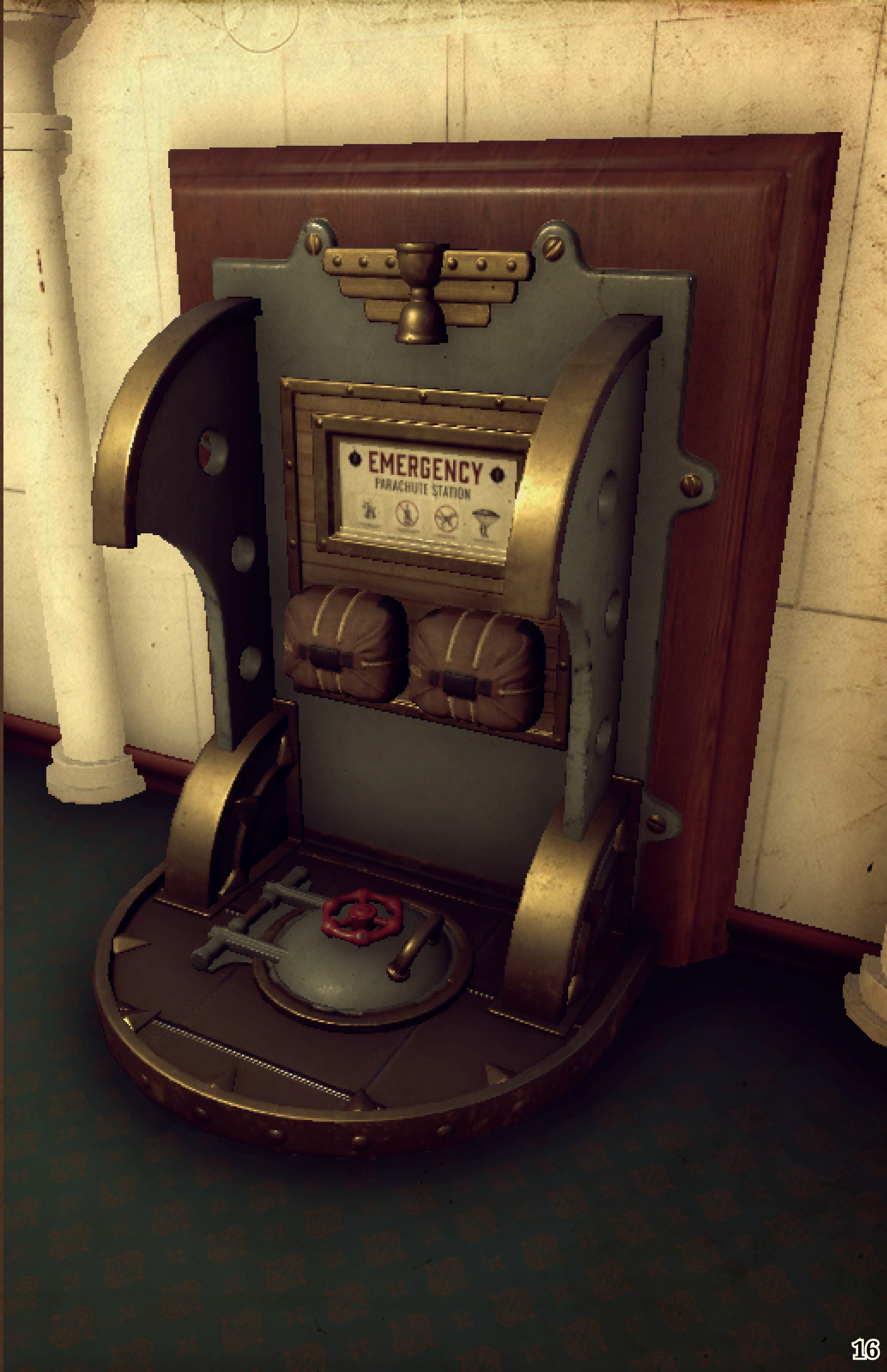
In case of an emergency:

1. Make sure small children are securely fastened the right way up. If in doubt as to your child's pre-plummet orientation, please refer to our supplementary work of five volumes, entitled: 'Why Won't Timmy Jump?'

2. No 'stiffening of one's upper lip' or any other appendage with strong rubbing alcohol

3. No inflight pets, even if they can use a litter tray

4. Do not attempt to build a scale model of Voyager 1 out of your parachute. Anachronism can seriously danger immersion!


EMERGENCY
PARACHUTE STATION

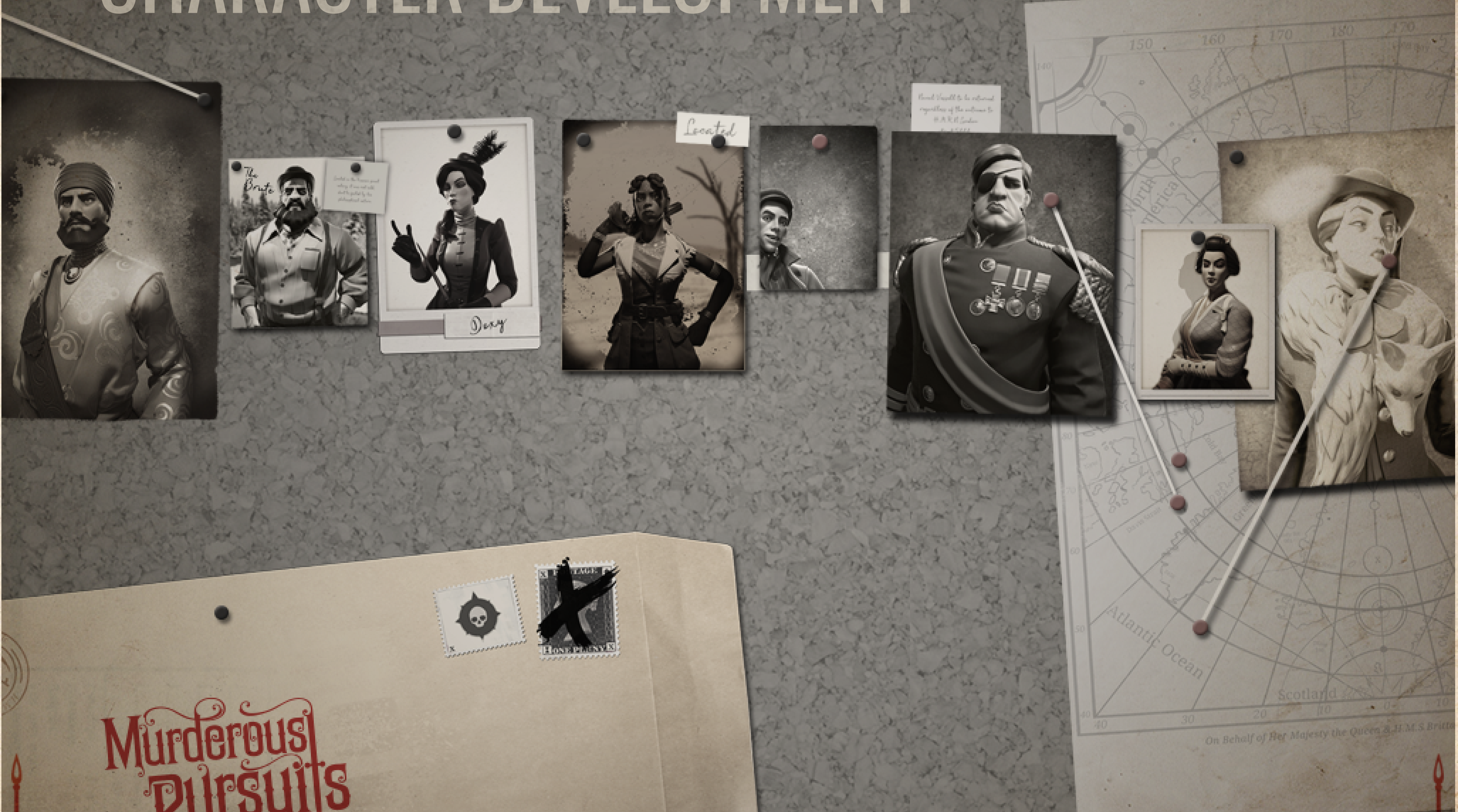
THE ‘ PIE’

Our Admiral’s favourite pie: ***‘The Limehouse Wonder’***

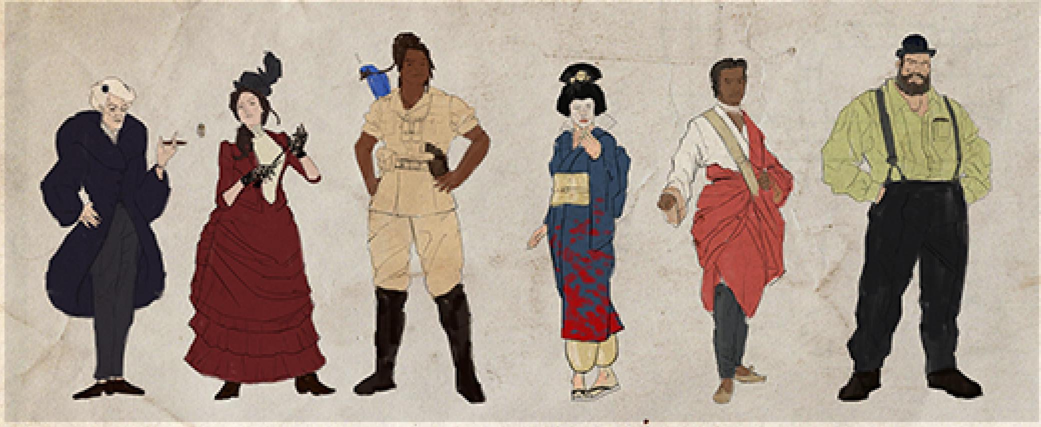
This victory of gristle over hygiene contains no less than 98% genuine beak knuckle and only the finest sphincterous muscle lovingly syringed into an ale-suet and camphor pie case and baked down the back of Jenny Campbell’s gaff until most, if not all, contaminating microbes have been mildly annoyed.

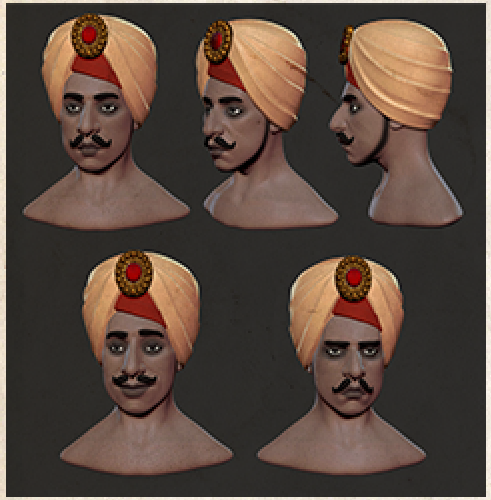
Unfortunately, the link between bacteria and illness has just been proven, so there’s no more surviving ‘The Wonder’ out of pure ignorance.

CHARACTER DEVELOPMENT


The Brute
Dexy
Located
North America
Atlantic Ocean
Scotland
On Behalf of Her Majesty the Queen & H.M.S Britt

Murderous Pursuits

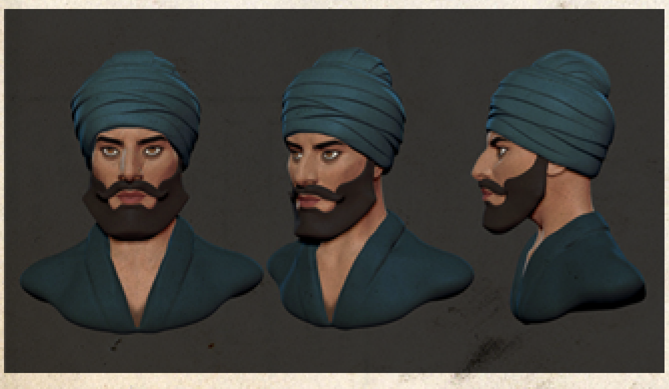


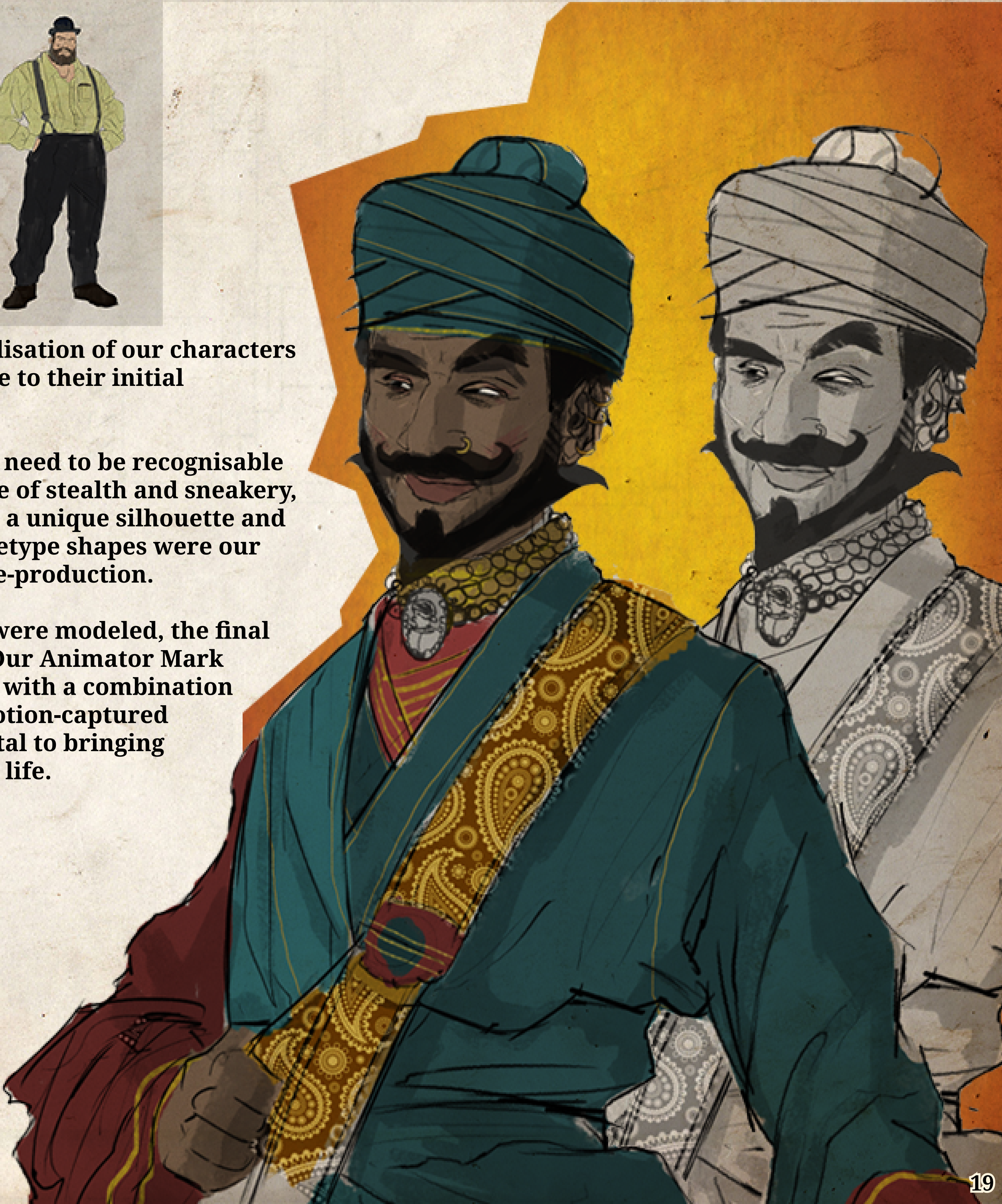


The final in-game realisation of our characters has stayed mostly true to their initial concept sketches.

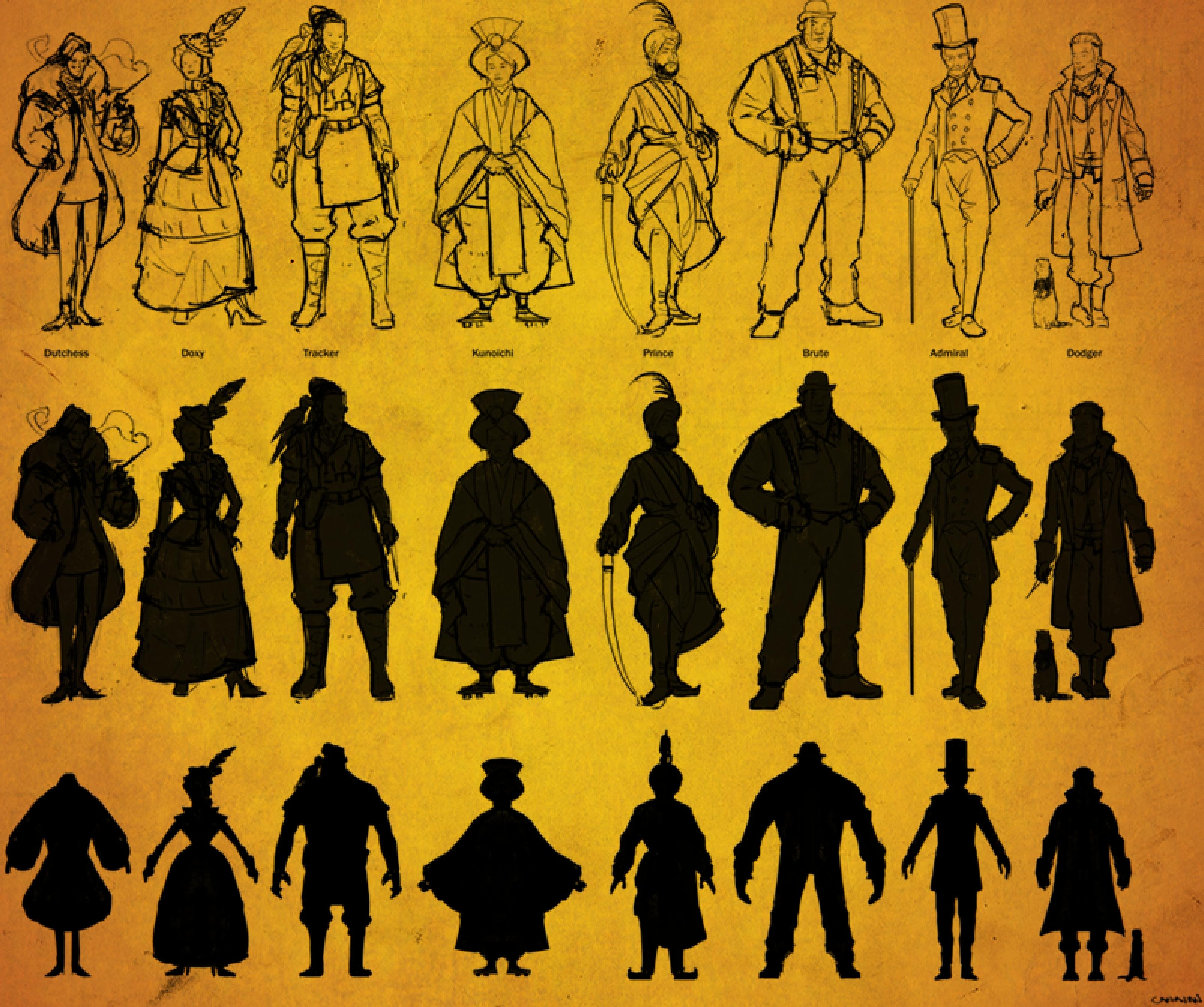
Ironically, characters need to be recognisable from afar in this game of stealth and sneakery, so each character has a unique silhouette and their distinctive archetype shapes were our first port of call in pre-production.

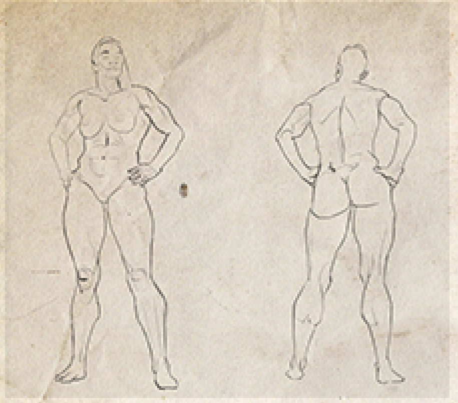
After the characters were modeled, the final step was animation. Our Animator Mark Holmes achieved this with a combination of hand-keyed and motion-captured movements, which vital to bringing this rogue’s gallery to life.

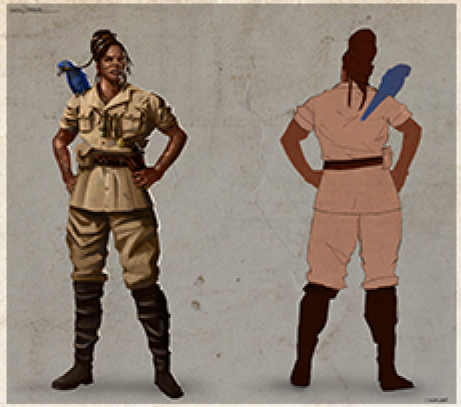


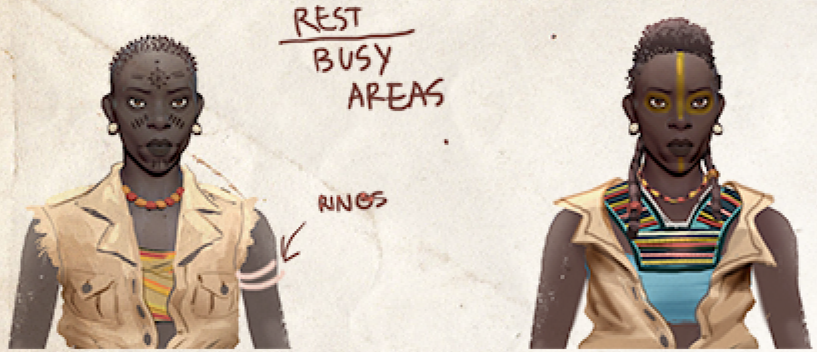


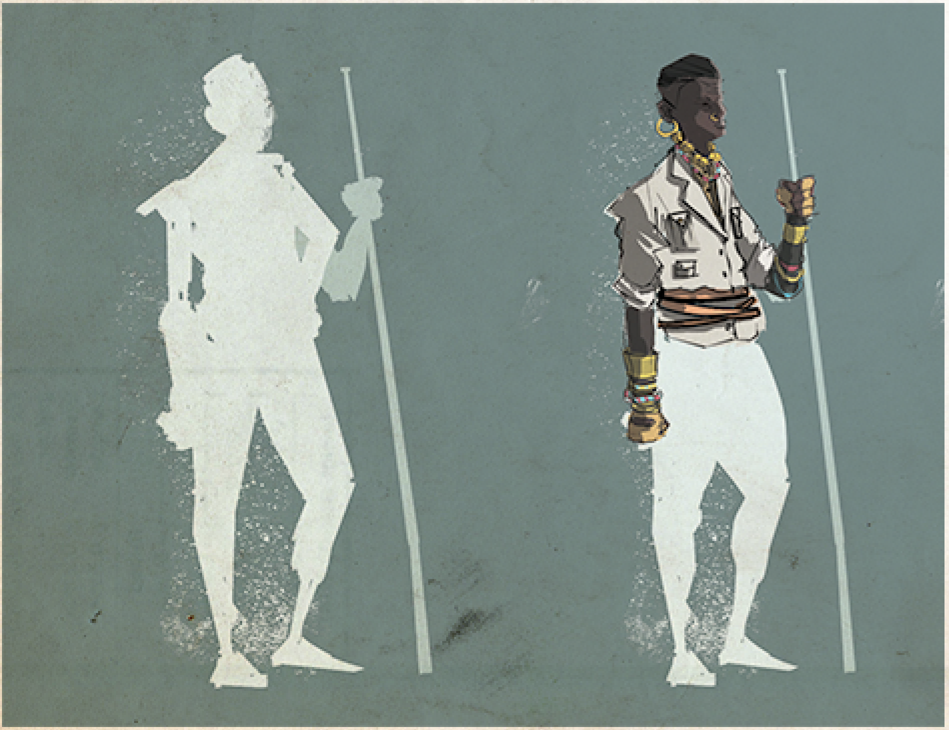
SHIP2 | CHARACTER CONCEPTS

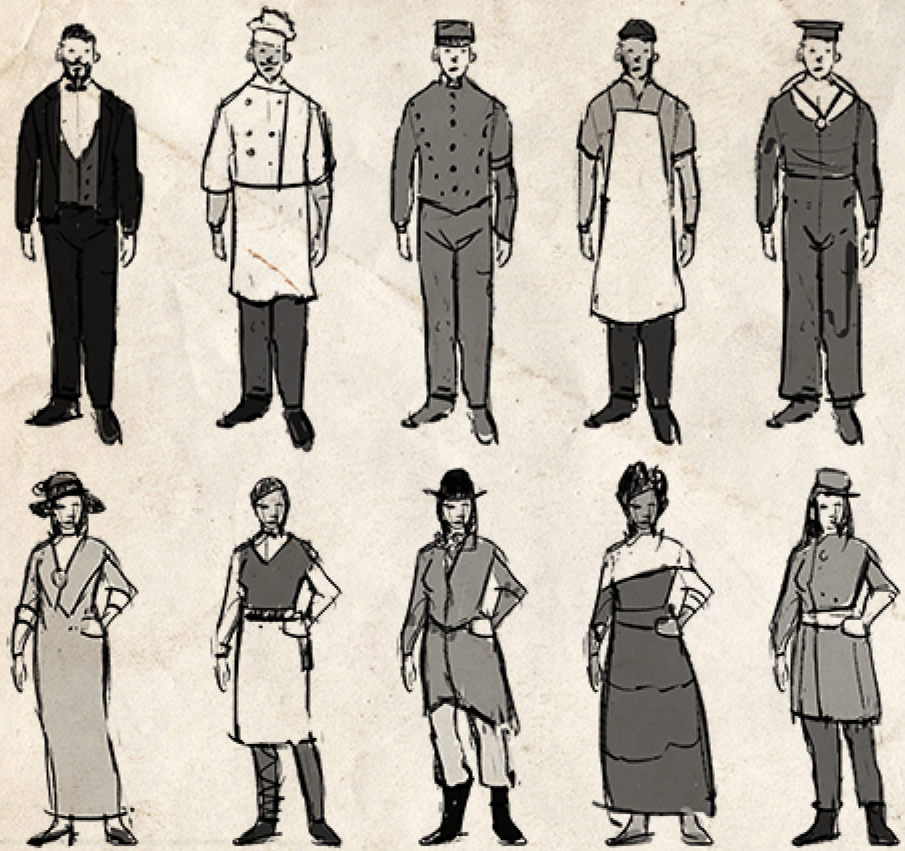

Dutchess
Doxy
Tracker
Kunoichi
Prince
Brute
Admiral
Dodger
CAVALINI



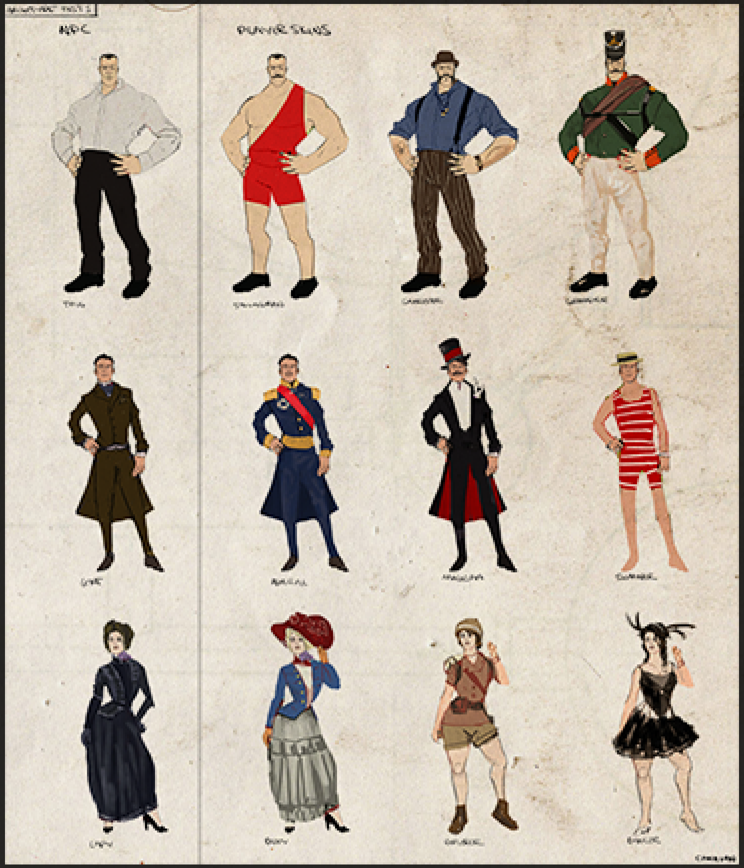


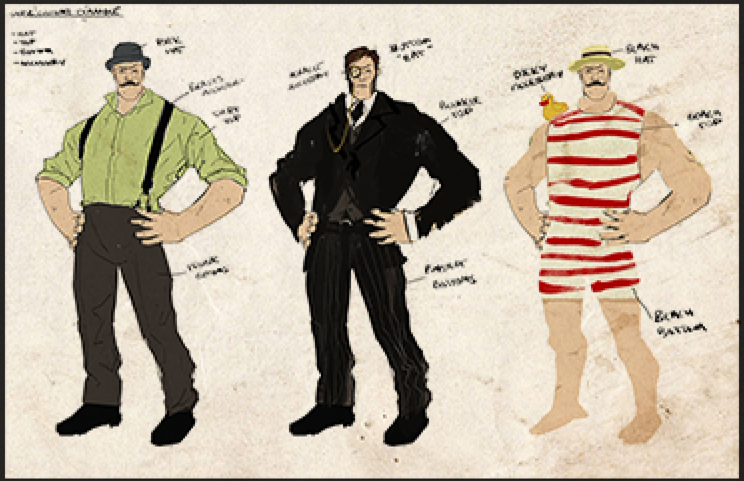

REST
BUSY
AREAS
RINGS



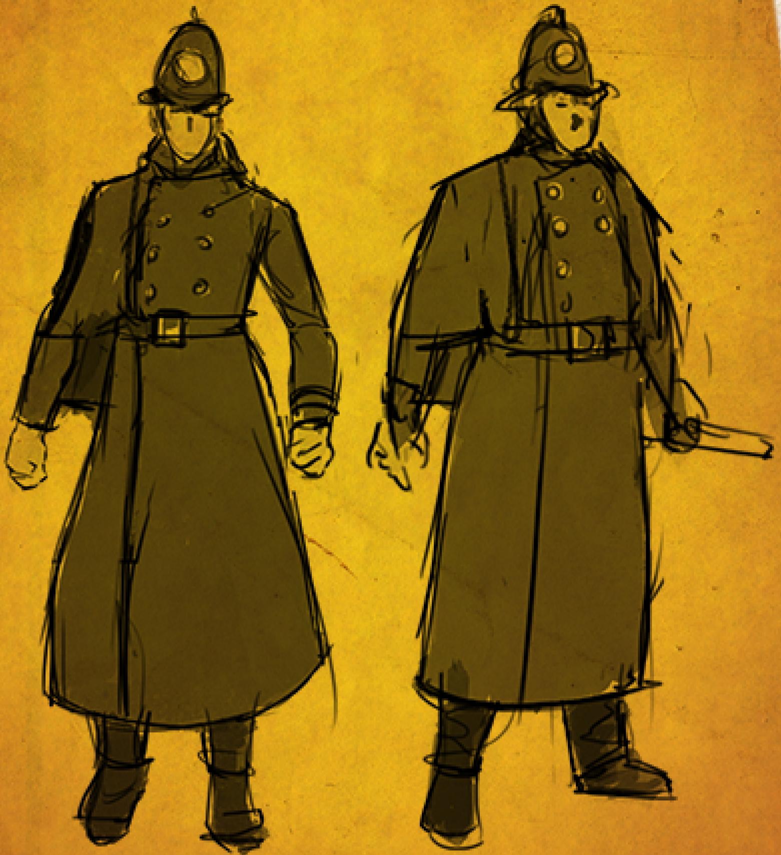


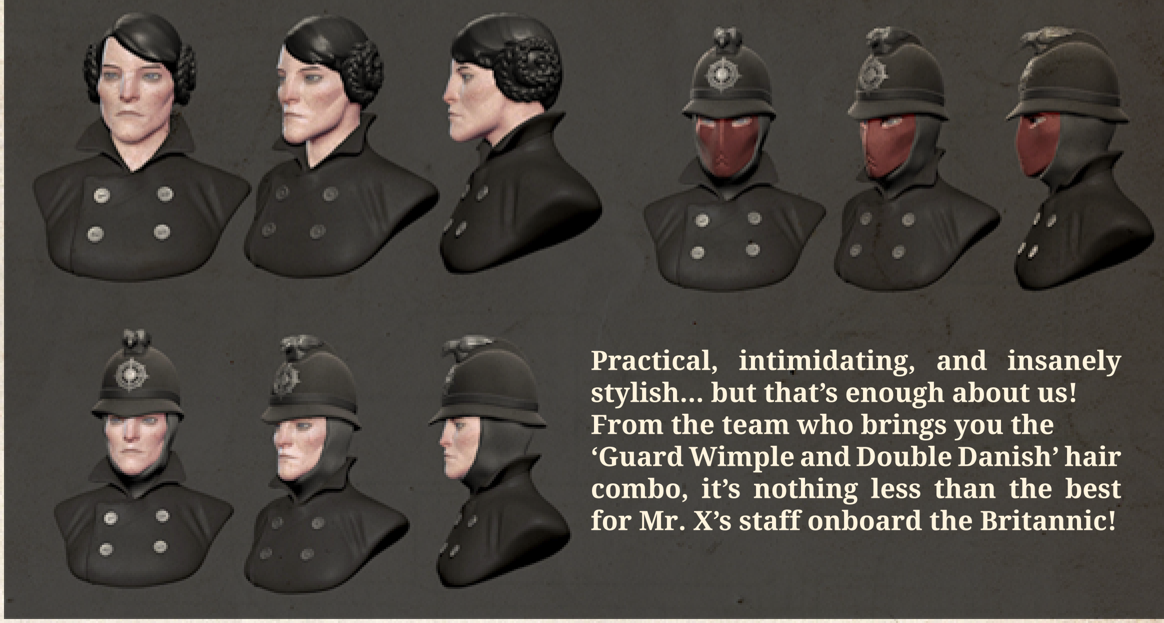
Early NPC Designs


NPC
PLAYER SKINS


BEACH HAT
BEACH BATHER

Early Character Designs



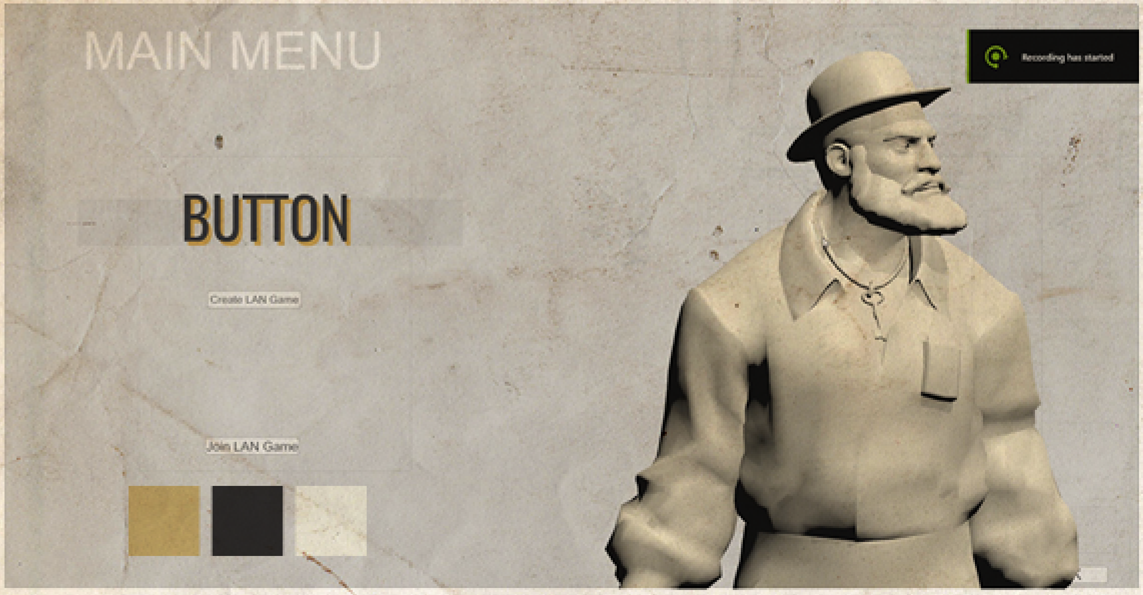


Practical, intimidating, and insanely stylish... but that's enough about us! From the team who brings you the 'Guard Wimple and Double Danish' hair combo, it's nothing less than the best for Mr. X's staff onboard the Britannic!

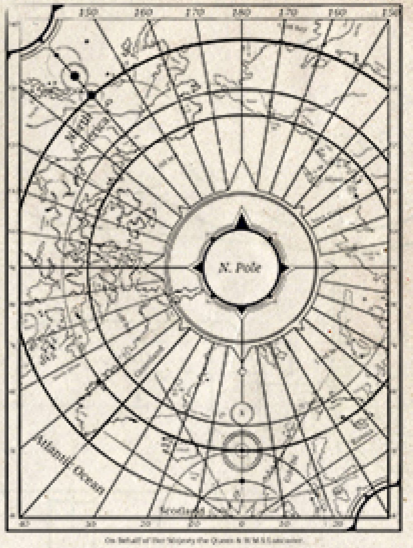
Along with modeling the guards, our Character Artist (and original Ship crew member) Nick Sawyer also voiced all of the guard's in-game dialogue.

So his work really does speak for itself... "You're nicked mate." Literally.

USER INTERFACE DEVELOPMENT


MAIN MENU
Recording has started
BUTTON
Create LAN Game
Join LAN Game

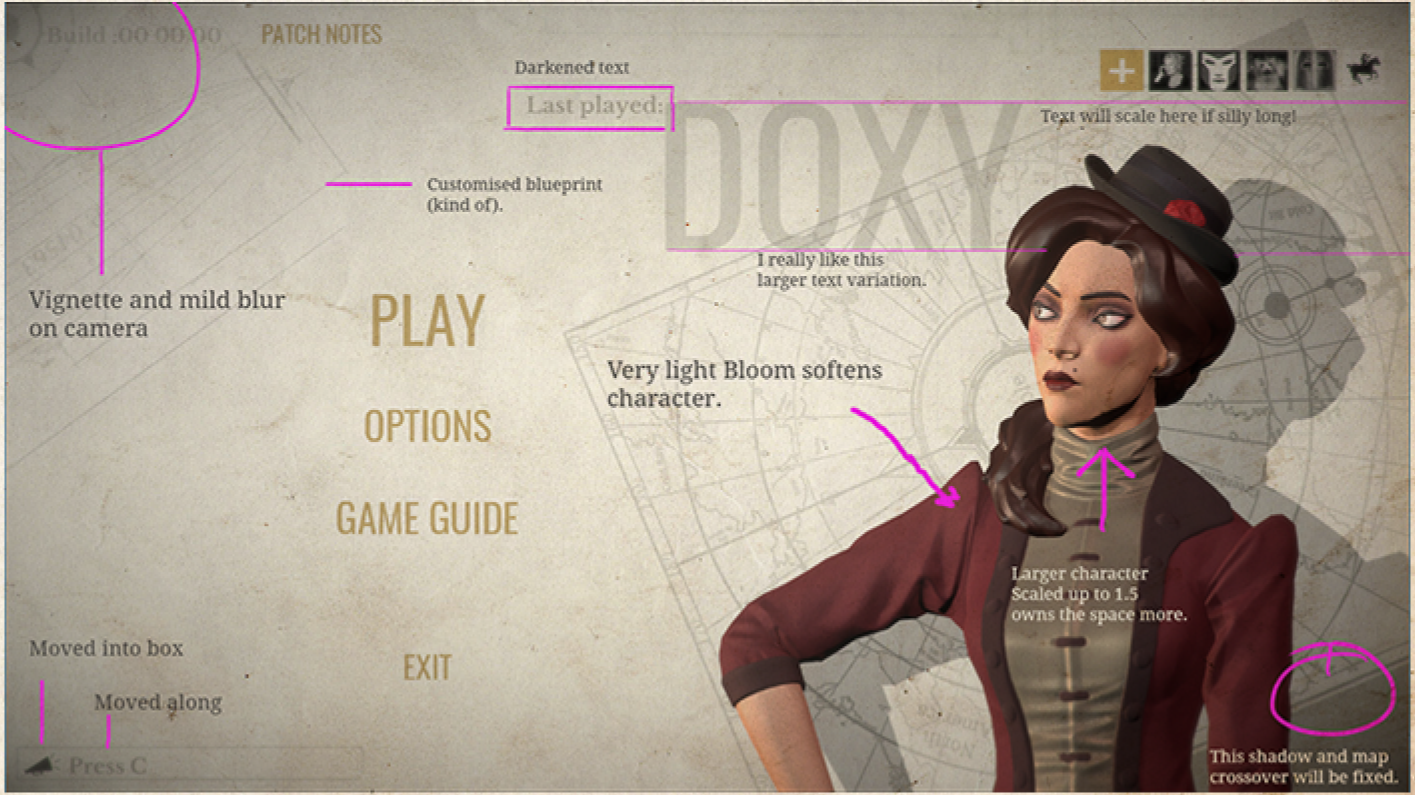
First UI pass


N. Pole
Atlantic Ocean
Scotland

Murderous Pursuits incorporates the most UI of any game we've made. Each screen has been through countless iterations, and will continue to evolve as we add features throughout the game's lifespan.

"It's been fun and challenging to create visual narratives and carry those themes throughout the UI. There are many 'time' and 'travel' references... The hourglass and crossed scythes are the emblem of the Kairos Club of which Mr. X is the Grand Master."

- *Sean McIlroy, 2D / UI Artist*


Build :00 00 00
PATCH NOTES
Last played:
DOXY
PLAY
OPTIONS
GAME GUIDE
EXIT
Press C

Darkened text

Text will scale here if silly long!

Customised blueprint (kind of).

I really like this larger text variation.

Vignette and mild blur on camera

Very light Bloom softens character.

Larger character Scaled up to 1.5 owns the space more.

Moved into box

Moved along

This shadow and map crossover will be fixed.

UI feedback session

HEADER/BUTTON FONT
OSWALD REGULAR CAPS

Secondary Font
Droid Serif

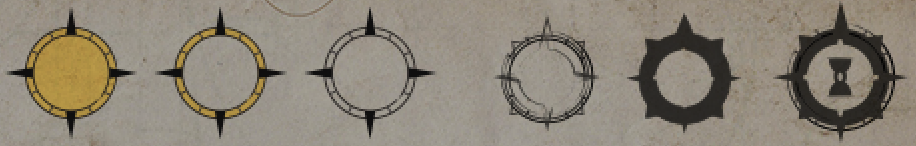
BUTTON Button Normal

BUTTON Button Over

“Line” @ Opacity 20%

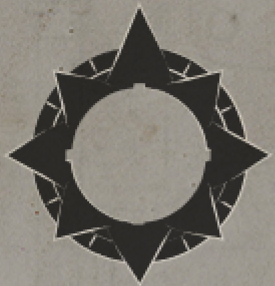
BUTTON Button Click

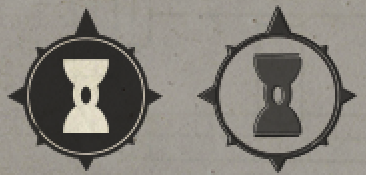
“Font” @ Black Board Opacity 15%

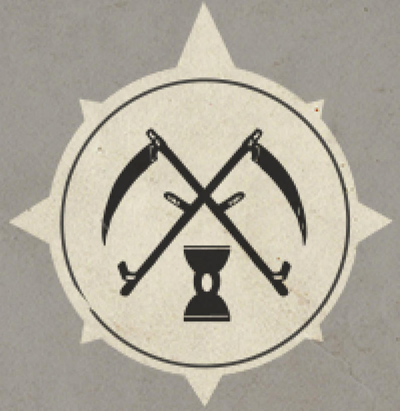


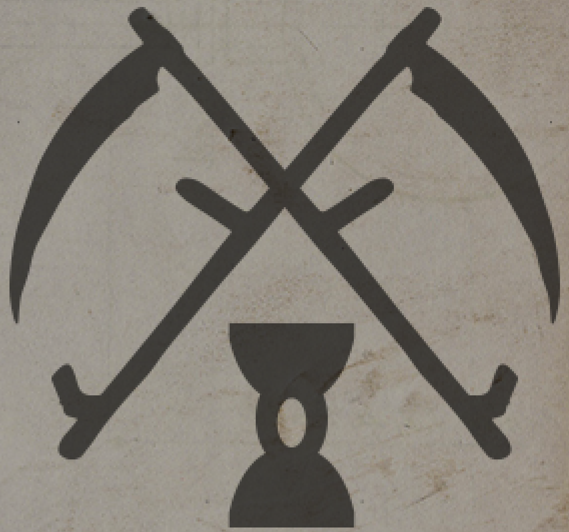
Okay, we admit it - players really press our buttons. All the time. They don’t mean anything by it, but it’s ‘press, press, press’ until we are forced to react with, like, networked shenanigans and stuff.

In case you are thinking that farming implements are under-represented in coats of arms (we did) here is the crossed scythe and hourglass combo, and various other elements of screen furniture, freshly turned on the UX lathes. Press on, my dears, press on.

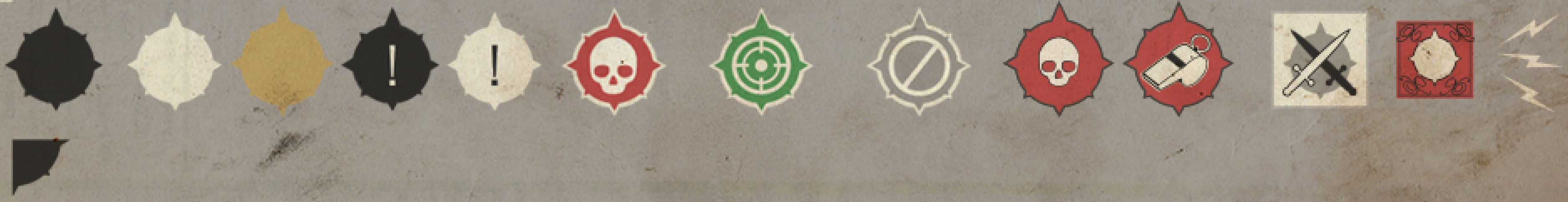


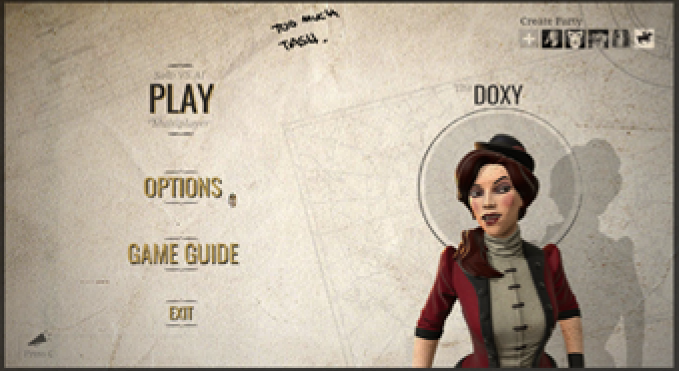




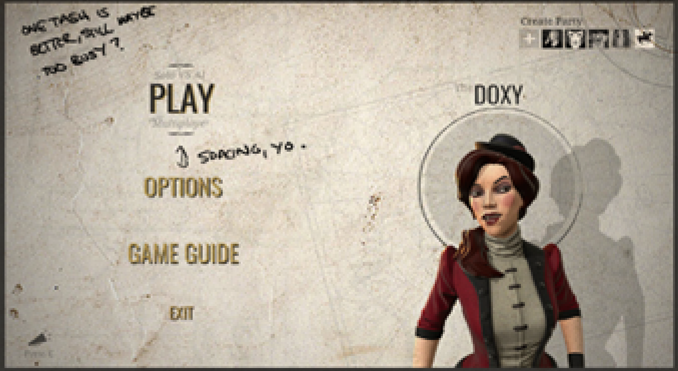


Text
Text



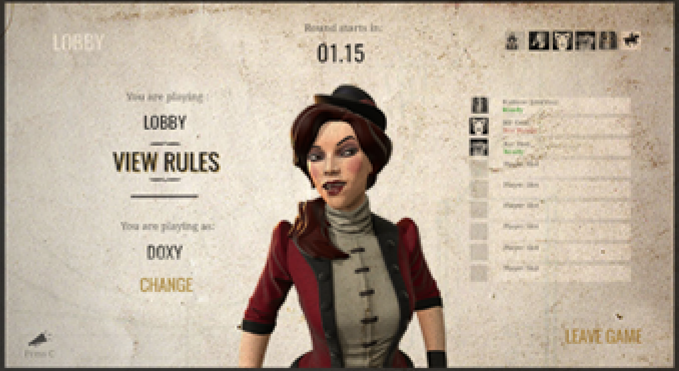

Create Party
Solo VS AI
PLAY
Multiplayer
OPTIONS
GAME GUIDE
EXIT
The DOXY
Press C

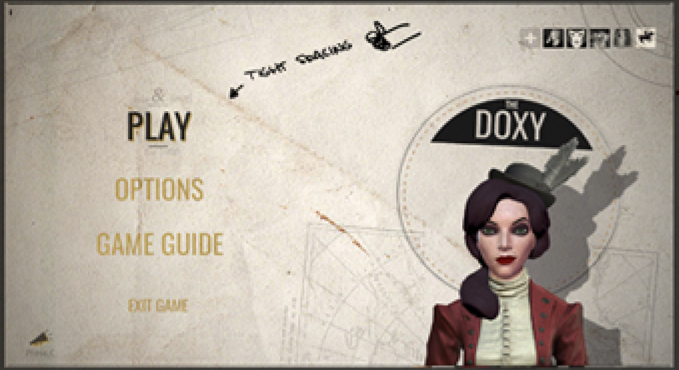
TOO MUCH TASH.


Create Party
Solo VS AI
PLAY
Multiplayer
OPTIONS
GAME GUIDE
EXIT
The DOXY
Press C

ONE TASH IS BETTER, STILL MAYBE TOO BUSY?.

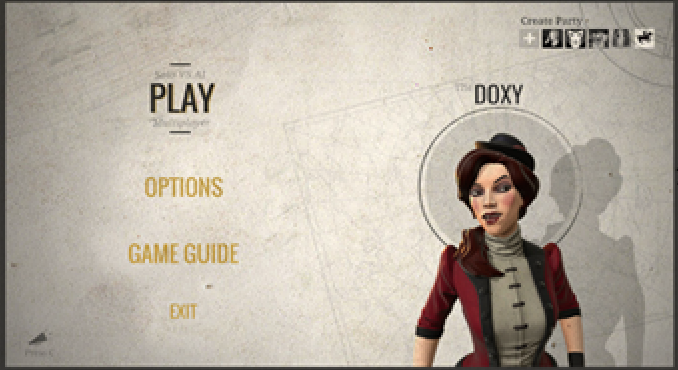
SPACING, YO.


LOBBY
Round starts in:
01.15
You are playing :
LOBBY
VIEW RULES
You are playing as:
DOXY
CHANGE
Ready
Not Ready
Ready
Player Slot
Player Slot
Player Slot
Player Slot
Player Slot
Player Slot
LEAVE GAME
Press C

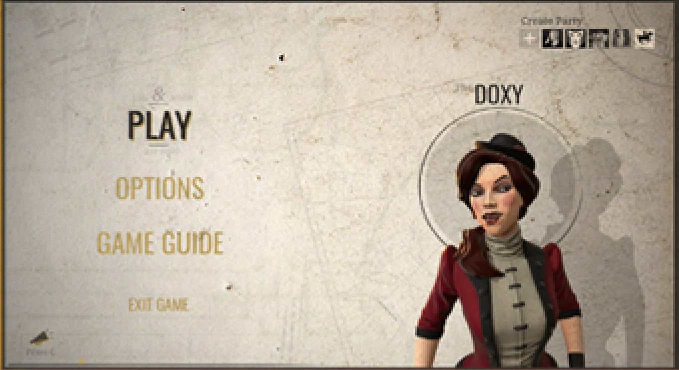

&
PLAY
OPTIONS
GAME GUIDE
EXIT GAME
THE
DOXY
Press C

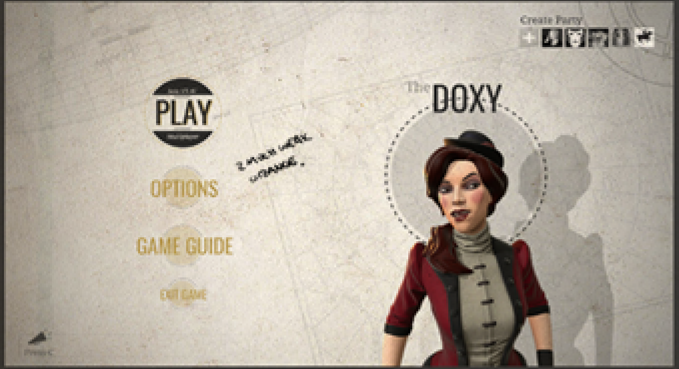
TIGHT SPACING

+

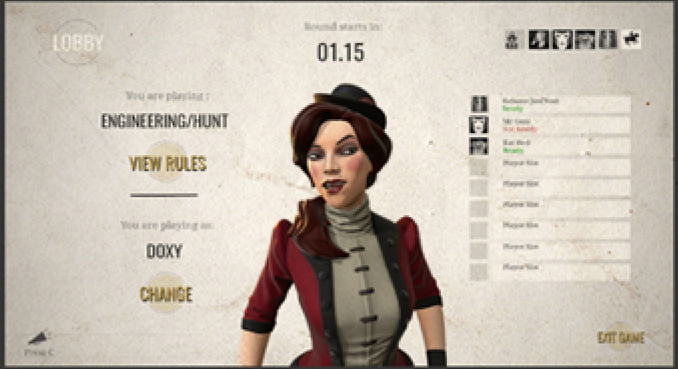

Create Party
Solo VS AI
PLAY
Multiplayer
OPTIONS
GAME GUIDE
EXIT
The DOXY
Press C

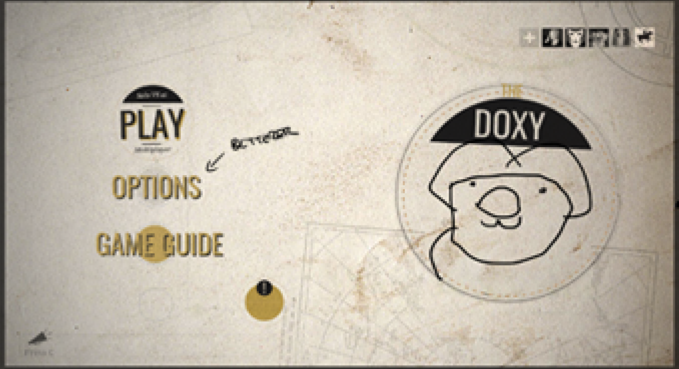
=


Create Party
&
PLAY
OPTIONS
GAME GUIDE
EXIT GAME
The DOXY
Press C

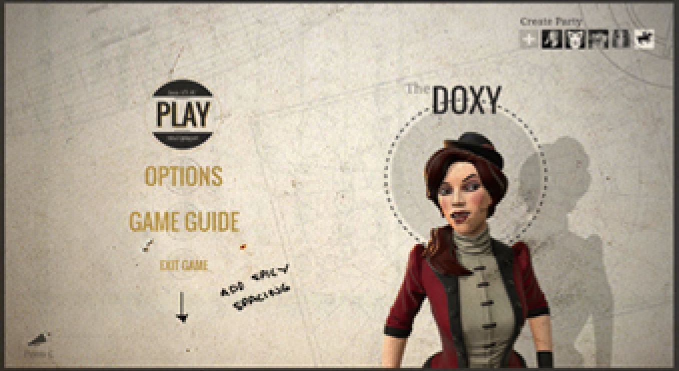

Create Party
Solo VS AI
PLAY
Multiplayer
OPTIONS
GAME GUIDE
EXIT GAME
The DOXY
Press C

2 MUCH WEB USAGE.

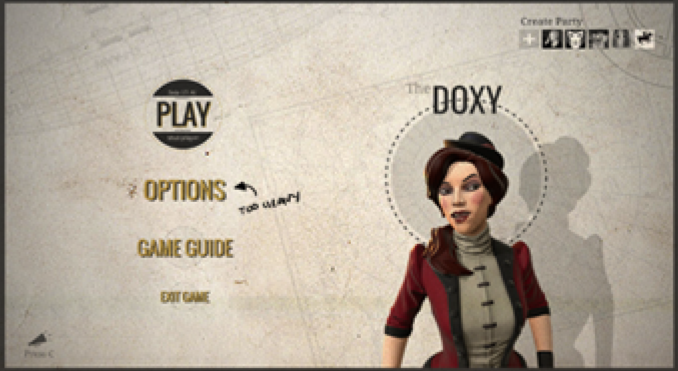

LOBBY
Round starts in:
01.15
You are playing :
ENGINEERING/HUNT
VIEW RULES
You are playing as:
DOXY
CHANGE
Ready
Not Ready
Ready
Player Slot
Player Slot
Player Slot
Player Slot
Player Slot
Player Slot
EXIT GAME
Press C


Solo VS AI
PLAY
Multiplayer
OPTIONS
GAME GUIDE
THE
DOXY
Press C

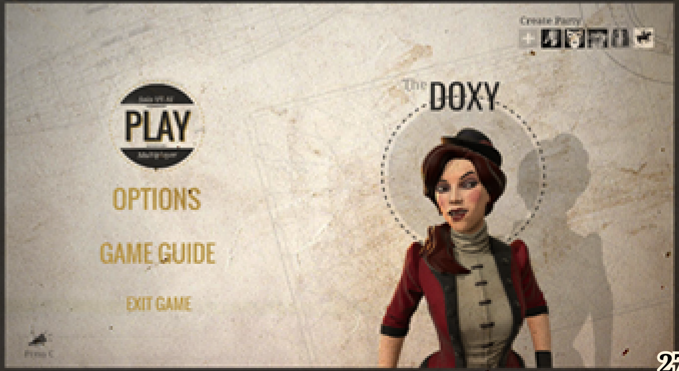
BETTER


Create Party
Solo VS AI
PLAY
Multiplayer
OPTIONS
GAME GUIDE
EXIT GAME
The DOXY
Press C

ADD EXTRA SPACING

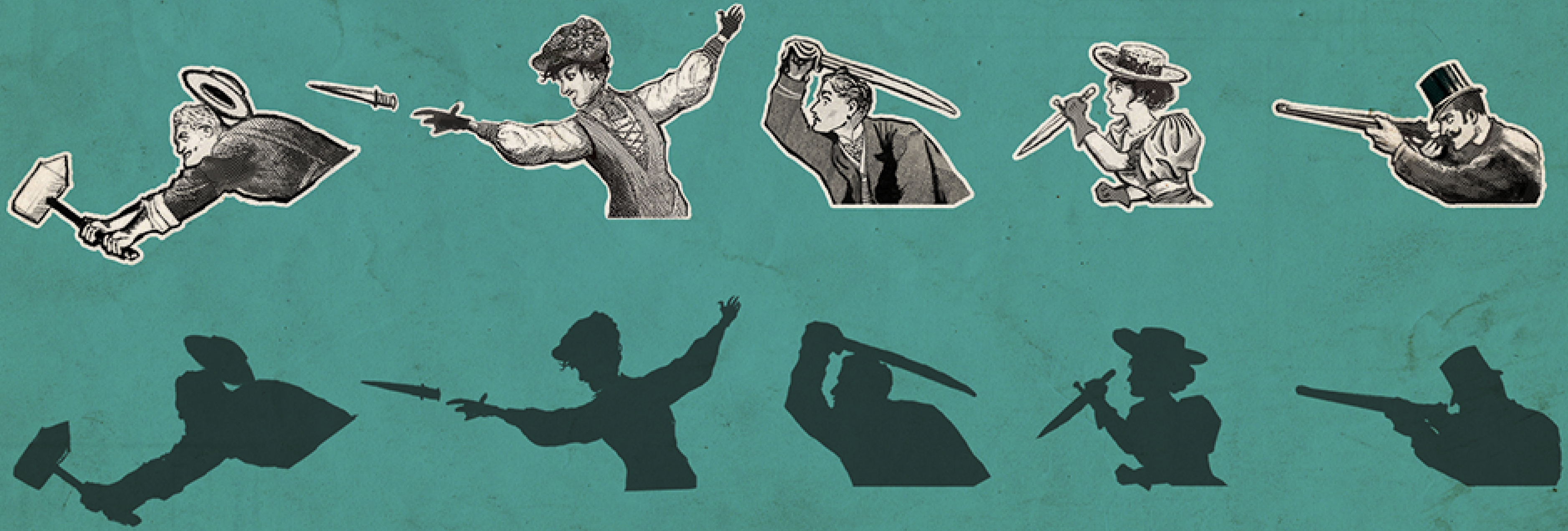

Create Party
Solo VS AI
PLAY
Multiplayer
OPTIONS
GAME GUIDE
EXIT GAME
The DOXY
Press C

TOO HEAVY

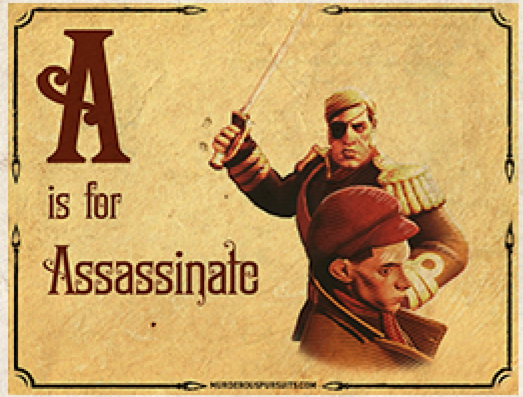

Create Party
Solo VS AI
PLAY
Multiplayer
OPTIONS
GAME GUIDE
EXIT GAME
The DOXY
Press C

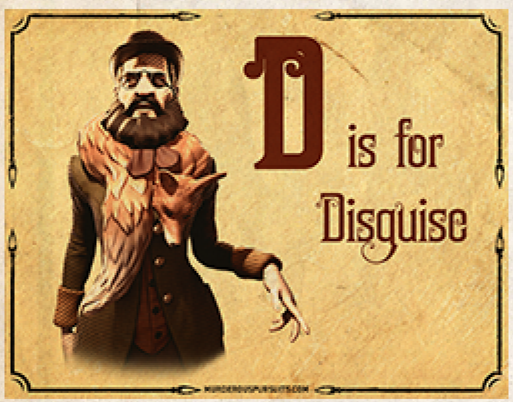
As is somewhat fitting in a game about murder, we killed lots of our UI darlings throughout production. These Kill Favour icons were a team favourite, but they didn't make the final cut. As more and more UI went into the game, things had to be scaled down (in terms of physical size rather than aspiration, of course).

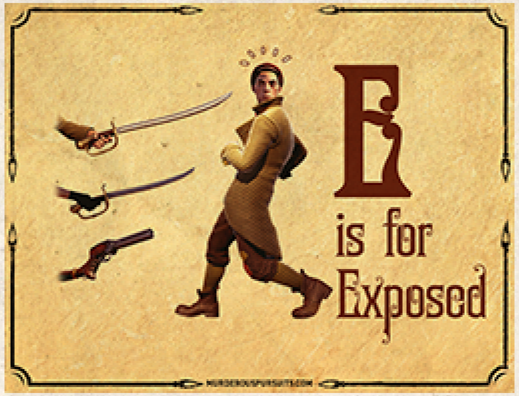
But, if they can fight their way back in some form - perhaps by murdering their fellow widgets - we'll use them in a heartbeat.



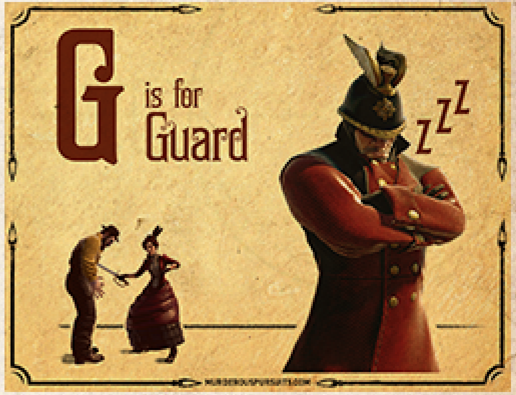
Not only did Environment Artist Sean Wenham create our incredible levels, he also made the the diabolically devillish A-Z of Murderous Pursuits for the marketing campaign. Turns out he's not just a pretty face after all.

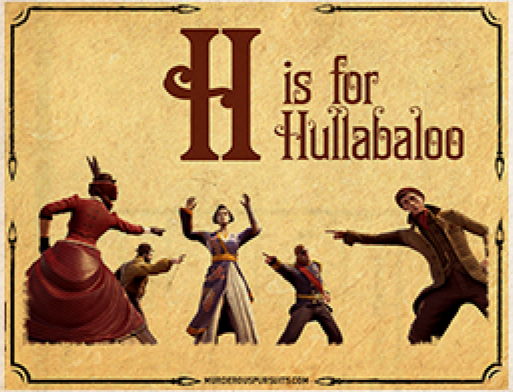

A
is for
Assassinate


D is for
Disguise

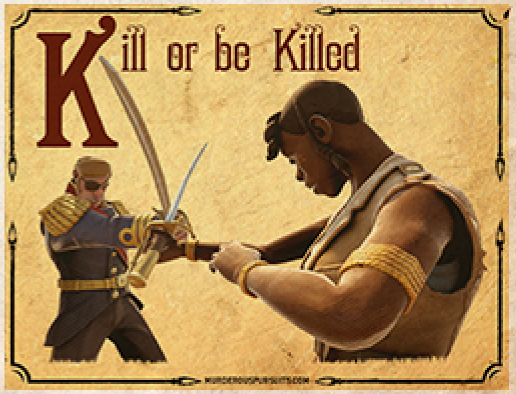

E
is for
Exposed

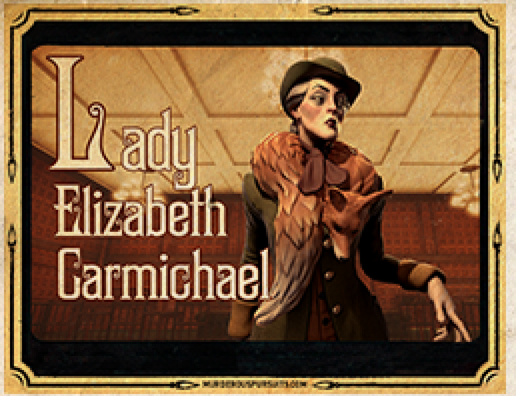
Favour
KILL
FOR
FAVOUR

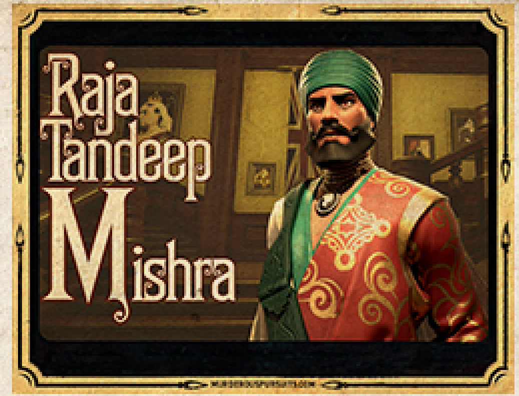

G is for
Guard
zzz

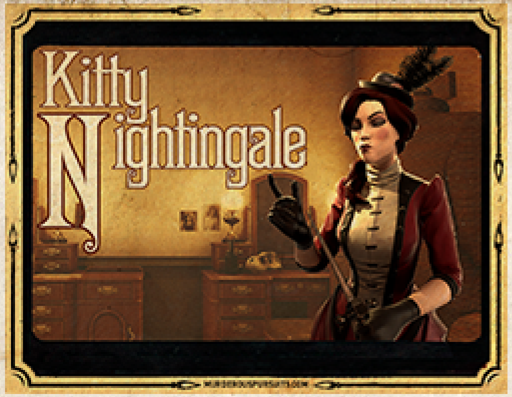

H is for
Hullabaloo

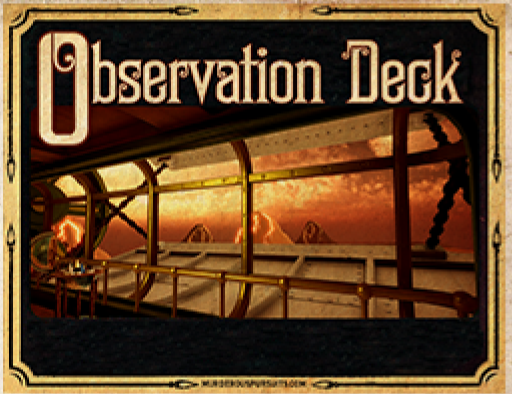
Ivan
krakow

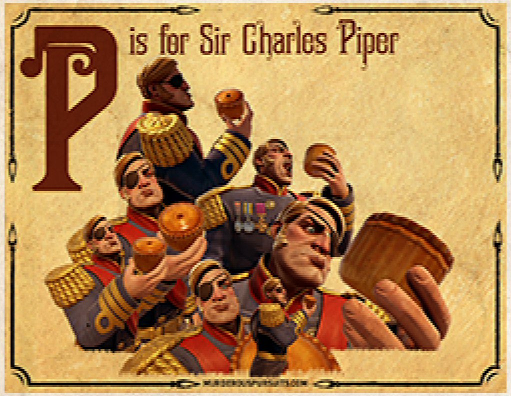

Kill or be Killed

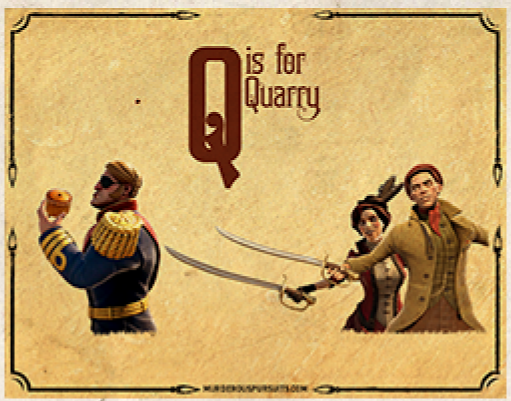

Lady Elizabeth Carmichael

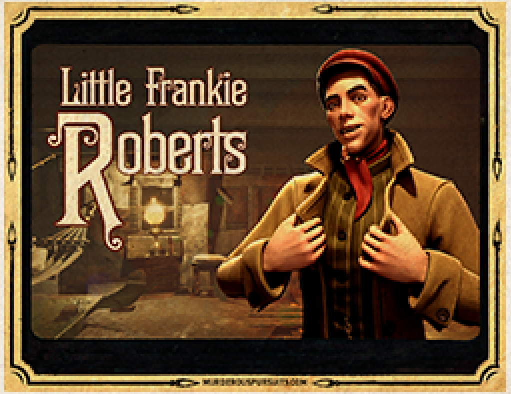

Raja Tandeep Mishra

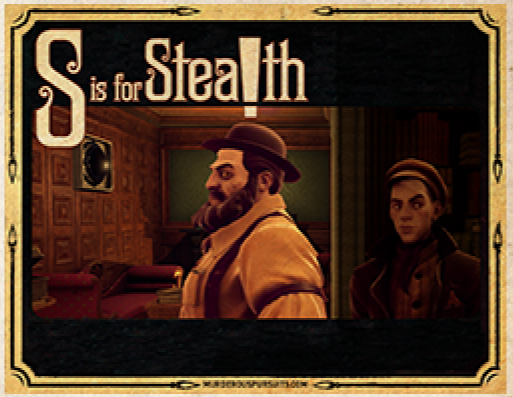

Kitty Nightingale

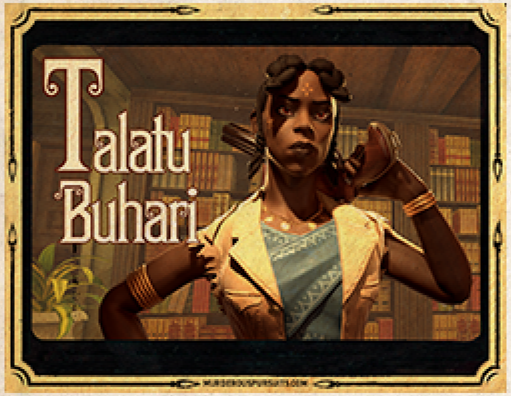

Observation Deck

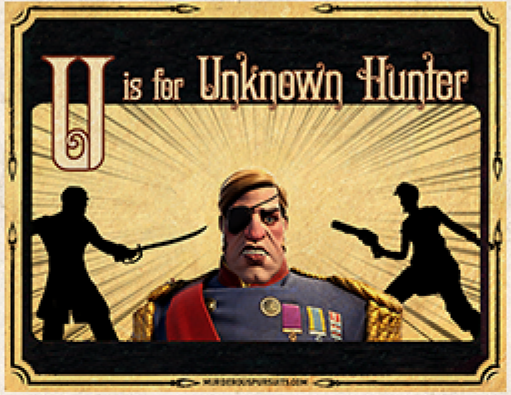

P is for Sir Charles Piper

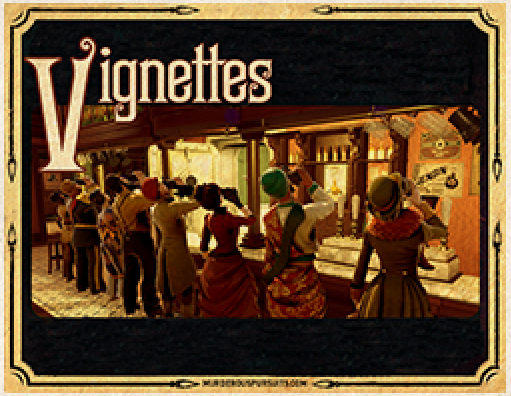

Q is for Quarry

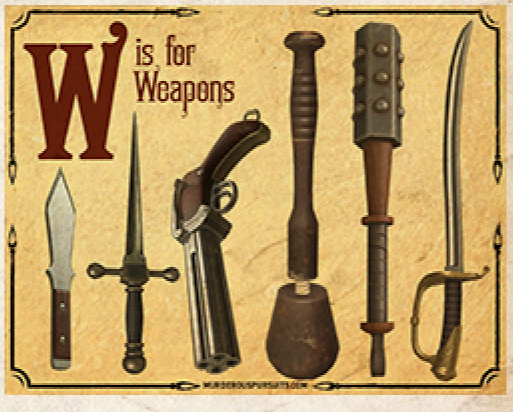

Little Frankie Roberts

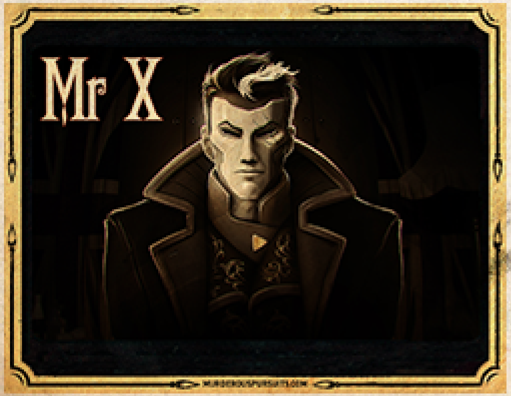

S is for Stealth

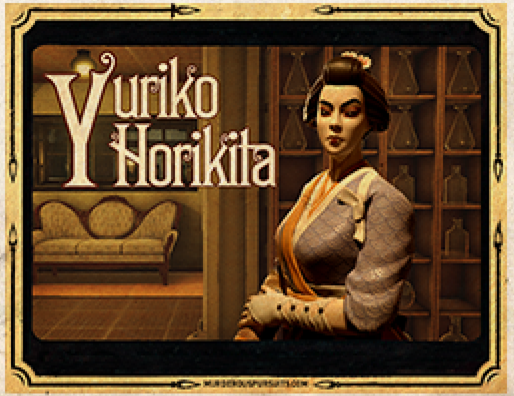

Talatu Buhari

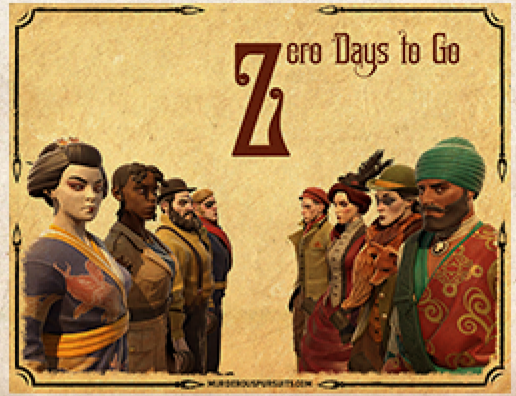

U is for Unknown Hunter




W is for Weapons

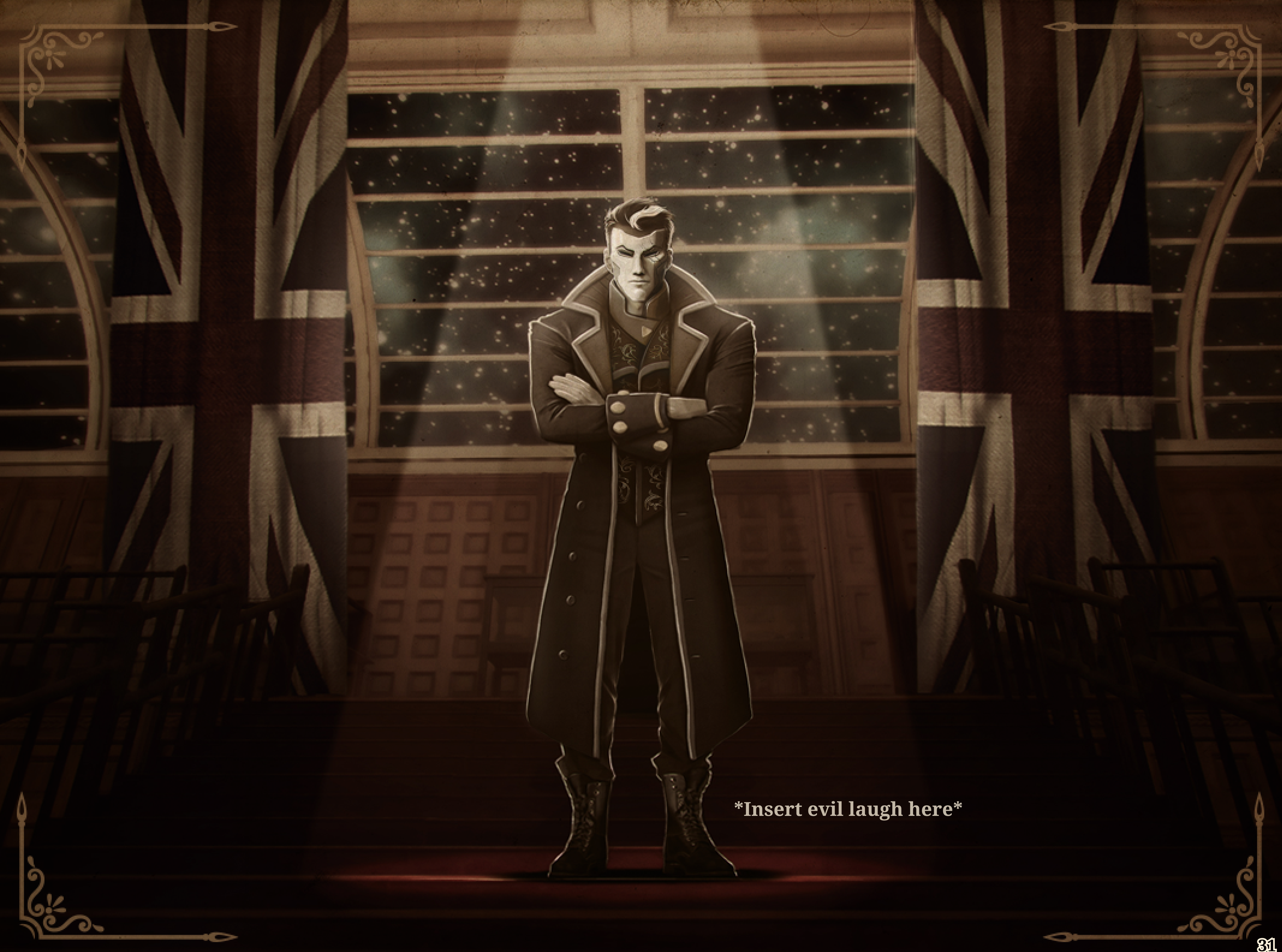



Yuriko Horikita


Zero Days to Go

Wxyz, verb [p. whicks-yizz].

To create an A-Z prior to one’s game release and post it up bit-by-bit over social media. Example: I Wxyz’d the hell out of that Murderous Pursuits marketing campaign, it was ‘bang up to the elephant’ (perfect, complete, unapproachable).



Insert evil laugh here

Aboot Blazing Griffin

Founded in 2011 as a braw, wee development studio, Blazing Griffin has grown from a team of indie radges to a highland busload of 50+, including pets and luggage.

Headquartered in bonnie Scotland, we're all aboot telling a right good tale in as many ways as possible – preferably while sitting by a roaring hearth and eating nothing but haggis and listening to bagpipe music all the while. We do games an' that, as well as film and tellie production, and end-to-end post production, because naebody told us we cannae.

When ya get all us bampots together, we're all too keen tae skedaddle off and do a bunch of project stuff together like telling stories aboot murder, zombies, and stars in the distance, because we love spraffing an' cannae haud aur wheesht. Next time yer up Glasgow or Edinburgh way, pop yer heid in for a blether and we'll give ye a right proper welcome to Scotland.

BLAZING
GRIFFIN
FILM · GAMES · POST

On behalf of the entire Blazing Griffin Games Team,
we would like to thank you for purchasing the
DeluXe Edition of Murderous Pursuits.

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